



NINJA GAIDEN MASTER OF DARKNESS™



primagames.com

primagames.com



Over 200

Prima Fast Track Guides™

With many more to come—

NEW, FREE, online strategy guides
EVERY WEEK!

Check daily for the latest:

- **News**
- **Interviews**
- **Cheat Codes**
- **And More!**



**For the PC, PlayStation game console,
Sega Dreamcast, Nintendo 64,
Game Boy, and Mac**



We've got strategy covered™

Syphon Filter™ Supremacy™

Prima's Official Strategy Guide

Prima Publishing
3000 Lava Ridge Court
Roseville, CA 95661
www.primagames.com



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

©2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.



™ is a trademark of Dimension Publishing, Inc.

Authors: David Jon Winding, Greg Off
Producer: Tim Lindquist

Syphon Filter, 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment America Inc. All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Special Thanks:

989 Studios: Connie Booth, Darren Yager, Kelly Flock, John Koller, Howard Liebeskind, Shon Damron, Michael Lustenberger, Ron Allen and Robin Jeffers.

Eidetic: Mark Blank, Richard Ham, Chris Reese, John Garvin and the rest of the talented team of programmers, designers and artists located in Bend, Oregon.

Dimension Publishing: Jeanne, Maggie, Spencer and Dane Winding, Kimberly (a.k.a. Duff) Brennan, Catherine and Sara, Jennifer, Mark Androvich, and the rest of our friends and families who, as always, put up with our long hours and late nights.

Important:

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-2793-1

Library of Congress Catalog Card Number: 00-10036

Printed in the United States of America

99 00 01 02 GG 10 9 8 7 6 5 4 3 2 1

contents

GETTING STARTED	2
DOSSIERS	6
WEAPONS	10
WALKTHROUGH:	
Mission 1: Gabe — Colorado Mountains	14
Mission 2: Lian Xing — McKenzie Airbase Interior	20
Mission 3: Gabe — Colorado Interstate 70	24
Mission 4: Gabe — I-70 Mountain Bridge	29
Mission 5: Lian Xing — McKenzie Airbase Exterior ..	35
Mission 6: Gabe — Colorado Train Ride	43
Mission 7: Gabe — Colorado Train Race	46
Mission 8: Gabe — C-130 Wreck Site	49
Mission 9: Gabe — Pharcom Expo Center	53
Mission 10: Gabe — Morgan	60
Mission 11: Lian Xing — Moscow Club 32	64
Mission 12: Lian Xing — Moscow Streets	72
Mission 13: Lian Xing — Volkov Park	79
Mission 14: Lian Xing — Gregorov	83
Mission 15: Lian Xing — Aljir Prison Break-in	85
Mission 16: Lian Xing — Aljir Prison Escape	91
Mission 17: Gabe — Agency Bio-Lab	98
Mission 18: Gabe — Agency Bio-Lab Escape	105
Mission 19: Gabe — New York Slums	111
Mission 20: Gabe — New York Sewer	118
Mission 21: Gabe — Finale	124
TWO-PLAYER GAME	127
CODES AND SECRETS	128

GETTING STARTED

Welcome back to the world of Gabriel Logan, Lian Xing and the Agency, a corrupt super-secret U.S. intelligence group looking to sell the Syphon Filter virus to the highest bidder. If you want to keep the deadly virus from falling into the wrong hands, then you're going to need this strategy guide as a constant companion. Before looking down the sight of your Silenced Sniper Rifle, take a moment to read through this section, in order to familiarize yourself with the intricacies of the game and how to use this guide to its fullest potential.

Mission Objectives and Parameters:

Before each mission, you will be briefed about your upcoming Mission Objectives, which Operative you will be playing as (Gabe Logan or Lian Xing), and any other background information that might come in handy in a pinch. In order to successfully complete a mission, you will have to accomplish the Mission Objectives before you can move on to the next mission. In addition to the Primary Objectives you are given before starting the mission, there also may be Secondary Objectives that are added during a mission. When an Objective has been completed, you will receive a Checkpoint, allowing you to restart from that point on if you fail during the mission or die.

Before each walkthrough for each mission, listed are all of the Mission Objectives (both Primary and Secondary), as well as corresponding, high-resolution 3D maps, complete with call outs for each Objective and the mission's Secret (if there is one). It's a good idea to refer to these maps and the Objectives as you progress through the game. Some missions are quite large, and it's easy to get turned around or lose track of your goals if you're not careful.

In addition to your Objectives, you will also be presented with a set of Mission Parameters for each mission. These are very important to pay attention to, as they are preset guidelines and conditions that you must adhere to in order to successfully complete each mission. If you make the mistake of violating even one, your mission will be terminated and it's back to the last Checkpoint or start of the mission. As with the Mission Objectives, Mission Parameters are also listed for you in this guide before each walkthrough.

Maps:

As stated earlier, this strategy guide offers detailed, high resolution 3D maps for each of the game's 21 missions. In addition to helping you navigate Gabe and Lian Xing through the missions, each of these maps is labeled with numbered "call outs" which correspond to specific Mission Objectives and Secrets (see the Secrets section for more details on these). This will, at least, give you a good idea which direction you need to be heading and how to get there. The maps should be used as a companion to the walkthrough.

There is also an in-game map which you can call up at any time, via the Advanced Computer Display (ACD), by hitting  then highlighting the MAP option. When highlighted, you are offered an overview of the mission with an indicator for your position relative to the location of the Objectives and landmarks. Depending on your location in the game, some of these maps might not be available.

The Targeting System:

There are three separate Targeting Modes, each one being a bit more advanced than the next, available for use to take out the game's unrelenting enemies. During the game, you will be faced with scenarios where you'll have to use each of these diligently. Targeting well requires patience, a steady hand, and expert marksmanship. Here is a breakdown of the Targeting Modes and how to use them:

DEFAULT: The Default Mode is executed by hitting  to fire at your nearest enemy. This mode is the least accurate of the three. Without the aid of locking on to, and getting a bead on your target, there are no guarantees you'll quickly take him out without possibly injuring yourself in the process. The Default Mode is also ineffective against enemies wearing protective Flak Jackets, as it aims for the general area of the body where the protective armor is.

TARGET LOCKING (referred to in the walkthrough as Automatic Target or Auto-Target): The Target Locking Mode is executed by pressing and holding  to lock on to the nearest enemy. This mode allows you to keep an enemy in your sights and shoot at him while facing/running in other directions. Although this mode is more accurate than the Default Mode, your chances of hitting an enemy increase and decrease depending on your relative location and how much you're moving around. When you are locked on to a target, one-handed weapons provide 180 degree shooting range. You can cycle through multiple targets by releasing  and quickly pressing it again. Like the Default Mode, the Target Locking Mode locks on to an enemy's body and is ineffective if they are wearing Flak Jackets.

MANUAL AIMING: The Manual Aiming Mode is executed by pressing and holding **[L1]** to bring up your targeting crosshairs, then using the D-pad or left Analog Thumbstick to move the crosshairs in the desired direction. This mode is the most precise of the three, allowing you to manually target specific parts of an enemy's body — it provides pinpoint accuracy for crucial head shots. With the exception of explosive devices (such as Grenades and Tear Gas), this is the only way to quickly kill Flak Jacket-wearing enemies.

In addition to the three Targeting Modes, *Syphon Filter 2* also features both normal and Nightvision Sniper Modes when you are using a Sniper Rifle. Use **[L1]** to enter into the Sniper Mode and **▲** and **●** to zoom in and out respectively.

Meters and Radar:

There are three Meters located in the top-left corner of your screen, as well as a Radar you'll need to keep an eye on in the bottom-left.

ARMOR/HEALTH: The Armor/Health Meter displays your current health status and the amount of armor you have remaining. When the bar is blue, you are still protected by your Flak Jacket armor. As you get hit, your armor weakens and eventually disappears (indicated by a red bar), leaving you instantly vulnerable to enemy fire. Armor can be replenished by picking up Flak Jackets, but health can not be recovered.

TARGET METER: The green Target Meter indicates when you have an enemy in your target range. When you are locked on to an enemy, or have manually targeted him, the bar will fill. When it is completely filled green, you have a 100% chance of hitting the targeted enemy. When there is no target available, the Target Meter does not appear.

DANGER METER: The red Danger Meter displays the immediate potential threat of Gabe or Lian Xing getting hit by enemy fire; it will fill and deplete when you are in an enemy's sights. When the Danger Meter is completely filled, it and your Radar's Enemy Indicator Cone begin to flash, guaranteeing an almost 100% chance that you will be hit. In addition, new to *Syphon Filter 2* is the enemy's ability to take you out with a head shot. When you are locked in an enemy's sights, a Head Shot Indicator will show over your head. Evasive maneuvers, like rolling or hiding behind obstacles, decreases the potential for being hit by a large margin.

RADAR: The Radar displays the locations of all detected enemies relative to your position and includes a compass to help with navigation. When an enemy is alerted to your presence, the Indicator Cone flashes red. You are the most vulnerable and likely to get hit when this occurs. It's a good idea to take evasive action.



Maneuvering Gabe and Lian Xing:

Having been trained at the same Academy, both Gabe and Lian Xing have the same arsenal of moves at their disposal. These moves must be learned and mastered if you want to make it through the game in one piece. The complete set of moves are listed below:

STANDARD RUN:

When you aren't trying to be stealthy by crouch-walking, you will be constantly running. This is executed by pressing any direction on the D-pad or left Analog Thumbstick when no other button is depressed.

WALK:

While there aren't many instances where you'll need to walk, you can do it by lightly pressing the left Analog Thumbstick. Walking is not available to you with the standard D-pad.

CROUCHED-WALK:

The crouch-walk enables you to sneak up on enemies, safely navigate narrow areas and move from obstacle to obstacle without being seen or detected. This is an indispensable move and should be used often. You can execute the crouch-walk by pressing and holding down **×** while moving in any given direction. You can also use the crouch to duck and take cover behind certain obstructions.

ROLL:

The roll is just as important as the crouch-walk and can mean the difference between life and death. When in immediate danger, execute this move by hitting **●** to decrease / reduce the chance that you'll be hit by enemy fire or avoid oncoming vehicles. You can direct your roll to the left or right by pressing the **[L2]** and **[R2]** (or the right Analog Thumbstick), as well as roll out into a crouch by holding down **×** during a roll.

LOWER DOWN:

When you are near a ledge or overhang, you can lower yourself down by holding down **X** and pressing the D-pad or left Analog Thumbstick in the direction of the ledge. This will come in handy when you are too high up to safely drop down from an object above.

180 (QUICK TURN AROUND):

You can execute a quick turn around to face the opposite direction if you quickly tap downward on the D-pad or Left Analog Thumbstick. You'll find many instances where you'll need to pull off this move, but it really comes in handy when you are ambushed from behind and need to take care of the enemies before they can take care of you.

STRAFING:

By holding down either **L2** or **R2** and **■** while running forward or standing still, you can strafe to the left or right while shooting. Get comfortable with this feature, as it makes navigating twisting corridors and hallways much easier. You can also use it to come around a corner while facing forward, allowing you to be prepared in case you come into contact with an enemy on the other side.

PEEKING:

When using the manual aiming and sniper modes, you can peek around objects and corners to get a better bead on your enemies. This move is executed by first holding down **L1** (to enter into the manual or sniper aiming mode), then pressing and holding **L2** or **R2** to peek out to the left or right respectively. You can let go of **L2** or **R2** to quickly snap yourself back to your original position and avoid any gunfire from an enemy who might have spotted you. This function allows you to detect enemies while still remaining partially protected.

THE ACTION BUTTON: The **TRIANGLE** button has four different moves assigned to it depending on where you are and what you're doing in any given mission.

1: CLIMBING TERRAIN:

By pressing **▲** when you are next to or below an object that is generally four feet high, including crates, brick walls and vehicles, you will automatically jump, climb or hoist yourself up to the next elevation. There will be certain instances when you will find yourself hanging from a beam, girder or ledge (again, press **▲** to jump up and grab). In this instance, you can shimmy yourself to the left or right by pressing the D-pad, left Analog Thumbstick, or **L2** or **R2**, allowing yourself passage to otherwise inaccessible areas. You can shoot while hanging, as long as you have a one-handed weapon. When doing this, use your ammo sparingly, as you aren't able to reload once you're hanging.

2: ENVIRONMENTAL INTERACTION:

By pressing **▲** when you need to execute a certain objective (pick up items, throw a switch, disarm a C-4 charge, etc.), or are next to a useable object (doors, computers, levers, weapons crates), Gabriel will interact with the object or objective.

3: WEAPON RELOADING:

By pressing **▲** when you are not standing next to interactive terrain or objects, you will reload your current weapon. Keep an eye on how many rounds you have chambered at any given time and constantly reload when the cartridge is near-empty, unless you want to get caught in a fire fight with an empty gun — we didn't think so. Your character will reload automatically when you get down to the last bullet, but you won't be able to shoot when you're doing this, so you might take some unnecessary damage in the process.

4: CONTACTING YOUR COMRADES:

By pressing **▲** when you are prompted by text at the bottom of the screen, you will automatically kneel down and contact whoever is calling you.

Weapons and Ammo:

Syphon Filter 2 offers a huge arsenal of lethal and devastating weaponry for Gabe and Lian Xing to use. In order to survive the game, you are going to have to master and familiarize yourself with just about each and every weapon you come across. You begin the game with a standard 9mm, but there are a multitude of additional weapons you will pick up in either weapon crates strewn about each mission or off of dead bodies. See the Weapons Guide elsewhere in this book for the complete weapons list, along with detailed descriptions of each.

SELECTING WEAPONS:

There are two ways to select and equip a weapon from your inventory. You can manually select a certain weapon or item by holding down **SELECT**, then using **L1** and **R1** to cycle through the available list that visually appears across the top of the screen. The downfall of this method is that you have to be stopped in order to do so, leaving you in a vulnerable position if there are enemies nearby. The other method is to repeatedly press **SELECT**, allowing you to quickly cycle through your available weapons on the fly, until you come to the one you want. You can select a weapon this way and be moving at the same time. Certain items, such as the Binoculars, can only be selected via the manual selection.

Secrets:

With the addition of the Two-Player Mode, the developers of the game have incorporated secrets into select missions of *Syphon Filter 2*. These secrets, once discovered, will unlock hidden Two-Player Arenas, as well as extra characters not available when you first boot up the game. Uncovering these secrets is not always readily apparent, as some require you to find hidden weapon crates while others are tied into how quickly you can beat a mission. We have listed the location of the secrets (where it applies) on each of the maps, as well as in the body of the walkthrough. In addition, for a quick reference, there is a complete list, along with codes, in the back of this book.

Weapon Strategies and General Information:

- When you pick up or come across a weapon or weapon crate, and you don't have that item already in your inventory, you will get that gun and whatever ammo is in its chamber. If you already have that certain weapon and pick it up, you'll get its ammo added to your collection. If the ammo for that certain weapon is maxed out, you won't be able to pick up the gun or the ammo, so you'll have to leave it behind to pick it up at a later time.
- When using regular, Tear Gas and Gas Grenades, make sure you're not standing too close to a wall or object... unless you want to stun yourself in the process.
- Some of the missions you encounter require you not to be seen or heard. This leaves out most of your weapons, with the exception of the Combat Knife, Silenced 9mm, Sniper Rifle, Nightvision Rifle, Gas Grenades and Hand Taser. Be sure to check the Mission Parameters first before you enter with guns blazing.
- Use the game's environments and objects to your advantage. Most of the time, ducking behind a crate or corner until you can get off a few shots will make the difference between taking a few hits and coming out unscathed. If you don't panic in intense firefight scenarios, and instead pick and choose your targets wisely, you should have no problem getting Gabe and Lian Xing out of potentially life-threatening situations.



DOSSIERS

The plot that drives the *Syphon Filter 2* experience is deep and involved, with many interesting twists and turns. In order to get the most out of your experience, you want to get familiar with the cast of characters to understand who they are and what their motivation is. For example; How many of you know or remember that Chance appeared in the first game (you had to protect him, as a member of CBDC, in the New York subway area)? And, what about Mara Aramov? Didn't you chase her between subway trains and shoot the gun out of her hands at the Pharcom Expo Center? Why is she still around? Who is she? Here are all the facts we know about the key players in *Syphon Filter 2*.

GABRIEL LOGAN

OPERATIVE (COVERT)

Sex: Male
Height: 6' 3"
Age: 36
Weight: 185 lbs.
Birthplace: Camden, NJ
Eye Color: Brown
Hair Color: Black
Nationality: American



BACKGROUND

The top Agency operative, now hunted by members of his own organization. Averted a disaster by destroying an ICBM targeted on Kazakhstan while pursuing those responsible for producing the Syphon Filter virus.

1993-Present, Agency operative. **1987-1992**, U.S. Army Special Operations. **1991**, Gulf War. **1991**, Presidential Citation. **1989**, Awarded Silver Star. **1987**, Commissioned 2nd Lieutenant, United States Army.

LIAN XING

INTELLIGENCE COMMUNICATIONS EXPERT

Sex: Female
Height: 5' 7"
Age: 30
Weight: 120 lbs.
Birthplace: Kashi, China
Eye Color: Brown
Hair Color: Black
Nationality: Chinese



BACKGROUND

Agency Operative (Communications). Partnered with Gabriel Logan. Originally an agent for the Chinese MSS, she was recruited in 1996 by the Agency and given a new identity as an American citizen including fake biographical information, recently exposed to the Syphon Filter virus. Presently kidnapped by Agency for testing. Branded terrorist by Agency as cover story.

1995-Present, Agency operative. **1989-1995**, Chinese MSS agent.

TERESA LIPAN

EX-AGENCY SPECIAL OPERATIVE

Sex: Female
 Height: 5' 6"
 Age: 25
 Weight: 118 lbs.
 Birthplace: Phoenix, AZ
 Eye Color: Green
 Hair Color: Brown
 Nationality: American



BACKGROUND

Former Agency operative who now operates a low profile freelance spy operation from a trailer deep in the Arizona desert. Functions primarily as an underground intelligence assistant for Gabe Logan and Lian Xing.

1997–Present, Freelance intelligence operative.
1994–1997, Agency operative. **1992–1994**, ATF agent.

LIEUTENANT JASON CHANCE

U.S. ARMY, CHEMICAL AND BIOLOGICAL DEFENSE COMMAND

Sex: Male
 Height: 6' 3"
 Age: 31
 Weight: 214 lbs.
 Birthplace: Reno, NV
 Eye Color: Brown
 Hair Color: Brown
 Nationality: American



BACKGROUND

A top flight West Point grad with distinguished combat service in the Gulf War. Presently attached to CBDC. His attack and maneuver skills are top-notch. Headed up the CBDC response to Washington D.C. Terrorist attack.

1996–Present, CBDC. **1995**, Commissioned 2nd Lieutenant, United States Army after graduating in top 5% of class. **1991**, Gulf War: awarded Bronze Star. Gained appointment to West Point same year.

LYLE STEVENS

CAREER AGENCY MAN, DEPUTY DIRECTOR

Sex: Male
 Height: 6' 2"
 Age: 49
 Weight: 221 lbs.
 Birthplace: San Francisco, CA
 Eye Color: Green
 Hair Color: Grey
 Nationality: American



BACKGROUND

Progressed to the top echelon through ruthless execution of his superiors' orders. Politically savvy, brutal and expert at damage control. Presently overseeing the neutralization of Gabe Logan and Lian Xing.

1981–Present, Agency Deputy Director/Operative. **1980**, Master of Arts, International Policy Studies, Princeton University. **1971–1975**, U.S. Navy (SEAL Team).

DILLON MORGAN

AGENCY COMMANDER, SPECIAL ASSISTANT TO LYLE STEVENS

Sex: Male
Height: 6' 1"
Age: 40
Weight: 192 lbs.
Birthplace: Alexandria, VA
Eye Color: Blue
Hair Color: White
Nationality: American



BACKGROUND

Trained by Israeli Army Intelligence and used for cross-border counter-terrorism operations. Specializes in the use of high explosives.

1990–Present, Agency operative. **1987–1990**, Israeli Army.

MICHAEL ARCHER

ELITE ASSASSIN, DILLON MORGAN LIEUTENANT

Sex: Male
Height: 5' 11"
Age: 31
Weight: 178 lbs.
Birthplace: Topeka, KS
Eye Color: Blue
Hair Color: Black
Nationality: American



BACKGROUND

An Agency operative reporting directly to Dillon Morgan. Functions as an elite assassin and is responsible for killing at least 10 foreign agents or other Agency liabilities. Keeps an extremely low profile. Information about his activities prior to joining the Agency is minimal.

DR. ELSA WEISSINGER

GERMAN SCIENTIST

Sex: Female
Height: 5' 8"
Age: 32
Weight: 134 lbs.
Birthplace: Frankfurt, Germany
Eye Color: Brown
Hair Color: Blond
Nationality: German



BACKGROUND

A former researcher for Pharcom, she was instrumental in the creation of the Syphon Filter virus. Following Pharcom's dissolution, she was recruited into Agency to continue her work on the virus. Doesn't get along with the Agency Administration.

1999–Present, Agency scientist. **1990–1999**, Pharcom researcher.

URI GREGOROV**RUSSIAN NATIONALIST**

Sex: Male
 Height: 5' 11"
 Age: 55
 Weight: 221 lbs.
 Birthplace: Stalingrad, Soviet Union
 Eye Color: Brown
 Hair Color: Grey
 Nationality: Russian

**BACKGROUND**

Russian Army officer and top ranking post-Soviet Intelligence official. Head of SUR — Russian Foreign Intelligence service. Member of the Russian U.N. delegation and a contact for Gabe. Holds information vital to stopping Syphon Filter.

1996–Present, Director of SUR. **1981–1996**, KGB officer. **1970–1981**, Russian Army officer.

MARA ARAMOV**PROFESSIONAL ASSASSIN**

Sex: Female
 Height: 5' 11"
 Age: 33
 Weight: 137 lbs.
 Birthplace: Novgorod, Russia
 Eye Color: Blue
 Hair Color: Auburn
 Nationality: Russian

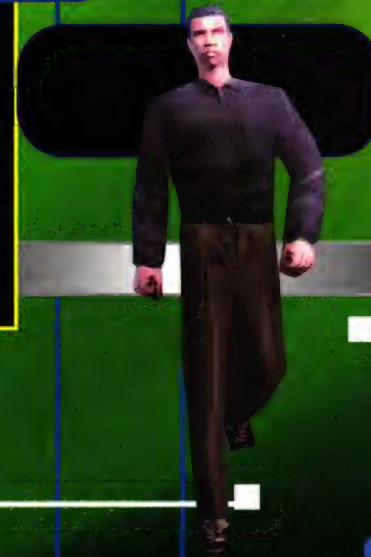
**BACKGROUND**

Cunning and ruthless assassin who is linked to Russian organized crime. Highly skilled in all types of weaponry.

1989–Present, Freelance killer rumored to have assassinated 17 people. **1986–1989**, KGB operative. **1984–1986**, Member of Black Baton terrorist organization.

LAWRENCE MUJARI**FREELANCE BIO-CHEMICAL EXPERT**

Sex: Male
 Height: 6' 2"
 Age: 38
 Weight: 207 lbs.
 Birthplace: Queenstown, South Africa
 Eye Color: Black
 Hair Color: Black
 Nationality: South African

**BACKGROUND**

South African refugee and gifted medical expert and pathologist. Runs illegal medical laboratory out of the front of Whispering Woods Mortuary in Virginia.

1987–Present, Freelance bio-chemical expert. **1986**, Master of Science, Bio-Chemistry, Rhodes University.

WEAPONS and GADGETS GUIDE

An agent is only as good as his or her arsenal, and thankfully *Syphon Filter 2* provides an awesome assortment of firepower. You'll always have access to the perfect weapon for every situation, but keep in mind that not all weapons are available on every level (and some of them have to first be discovered).

In order to change weapons, access your inventory by pressing and holding **SELECT**. Use **L2** and **R2** to cycle left or right through your inventory. When the desired weapon is centered in the inventory bar—on the light blue background—let go of the buttons.

You can also change weapons by pressing **START**, selecting "Weaponry" from the menu, and then pressing **X**. The advantage to this means of equipping weapons is that, unlike using **SELECT**, you will not be under fire while doing so.

An icon showing the current activated weapon appears on the bottom right-hand corner of the screen, along with a counter displaying the number of rounds left (if applicable). Every weapon is fired or used by pressing **■**. **L1** will give you an aiming cursor, which you must then move with the directional pad or analog stick. **R1** will automatically select and lock your sights on the nearest enemy.

Each weapon is rated in four different categories: the rate of fire (RF), the damage it can inflict (D), the clip size (C, where applicable), and the maximum number of rounds (M). Generally speaking, those weapons which inflict the most damage will have a slower rate of fire. The weapons fit into two categories:

NON-LETHAL:

Just because you have a license to kill doesn't mean you always have to use it! There may be situations in which you want to incapacitate a target without killing him or her. The following weapons will do the trick.

NERVE GAS GRENADE

RF: 1 D: 5 C: N/A M: 10



This grenade releases trace amounts of Soman nerve agent into the air and is most useful against multiple targets. The gas quickly dissipates, but not before rendering victims unconscious.

You can determine the distance of your throw by the length of time you hold down **■**—the longer you hold **■**, the farther the grenade will be tossed. If you use **L1** targeting cursor, holding down **■** will determine the height of the throw rather than the distance.

TEAR GAS LAUNCHER

RF: 1 D: 5 C: N/A M: 5



This anti-riot weapon fires gas-filled grenades at a fairly quick speed. The result is the same as using an individual grenade—victims are rendered unconscious by the nerve gas, which quickly dissipates to allow you to enter an area.

NIGHTVISION GOGGLES



Capable of illuminating all nearby bodies, these nightvision goggles are use-only (not available in inventory). They are automatically donned when an area becomes too dark for an agent to make out objects.

HAND TASER

RF: 1 D: 5 C: N/A M: UNLIMITED



Used only at close range, this Taser delivers a 80,000 volt charge that overrides a victim's nervous system. Silent but effective—the target will become unconscious almost immediately.

CROSSBOW

RF: 1 D: 5 C: N/A M: 20



The Crossbow comes equipped with a laser sight for heightened accuracy. Its darts are narcotics-laced, which causes instant unconsciousness. The Crossbow can be lethal if a shot is fired at the head.

CAMERA SCRAMBLER



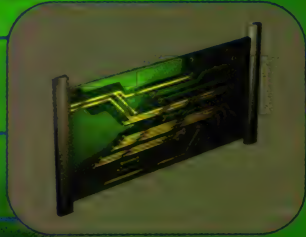
A device that attaches to security cameras giving them a false picture.

TRANSPONDER LOCATOR



Use this device to pinpoint the position of a transmitting military aircraft transponder.

CELLULAR MODEM



Uploads data covertly at extremely fast speeds.

BINOCULARS



True, the Binoculars are not a weapon, but they are included in your inventory and selected the same way as the other weapons. Binoculars are activated using **[L3]**. **▲** and **●** zoom the sights in and out, respectively.

LETHAL:

Sometimes you just have to shoot first and ask questions later. If you aren't concerned about stealth or killing non-combatants, these weapons will fit the bill nicely. Keep in mind that each pistol weapon can kill with a single head shot. The only difference is that the sniper weapons provide greater accuracy.

COMBAT KNIFE

RF: N/A D: N/A C: N/A M: UNLIMITED



This weapon incorporates a unique "clip point blade" which is flat-ground and serrated with a sinuous double curve. In other words, this is one sharp instrument that can kill with a single stroke. The bad news is that you have to be up close and personal to use it. Knives are handiest when sneaking up from behind.

C-4 EXPLOSIVE

RF: N/A D: 5 C: N/A M: N/A



Called plastic explosive, C-4 can be molded and stuck to objects. It is then wired to a fuse and friction igniter for detonation from a remote or projected position. Activate by pressing **▲**.

AIR TASER

RF: 1 D: 5 C: N/A M: UNLIMITED



Unlike the Hand Taser, this weapon can hit a distant target—firing a probe that lodges into the victim's body and passes a charge of 500,000 volts. Use the target lock and keep **■** held down to deliver the charge, which causes the victim to smoke and burst into flames after about four seconds. Yuck!

M-79 GRENADE LAUNCHER

RF: 1 D: 5 C: N/A M: 15



This single-barreled, break-action Grenade launcher is commonly referred to as the "blooper" due to the sound it makes. The grenades it fires contain enough explosives to produce over 300 fragments with a lethal radius of up to five meters. Just be mindful of the fact that it is slow to fire.

INCENDIARY GRENADE

RF: 1 D: 5 C: N/A M: 10



This incendiary weapon spreads ammonium perchlorate three meters out from the blast point upon detonation, which is instantly ignited by the explosion—fatally burning anyone nearby. Best of all, it burns itself out quickly and leaves little collateral damage in the terrain. As with the Tear Gas

Grenade, the longer you hold **■** down, the farther the distance you will throw it. If you use the targeting cursor, **■** instead determines the height of the throw. Watch out for bad bounces, however, as an errant toss may land a grenade back at your own feet.

NIGHTVISION RIFLE

RF: 1 D: 3 C: 10 M: 30



Often used by Russian Army snipers, it excels in engaging fleeting, moving, open and masked single targets. This model comes standard equipped with a night sight and silencer. As a result, it is only used on...what else?...night missions. Use **▲** to zoom in, and **●** to zoom out. If you cannot see your

target in the dark with the naked eye, the nightvision scope will highlight your enemy for you.

SNIPER RIFLE

RF: 2

D: 2

C: 10

M: 30



This high-caliber, silenced rifle comes equipped with a digital scope capable of identifying and classifying human targets and impact points prior to firing. In other words, it will tell you when you have acquired the target and what part of the body your shot will strike. Use ▲ to zoom in, and

● to zoom out. Don't even bother with it in close quarters.

9 mm HANDGUN

RF: 3

D: 2

C: 15

M: 90



This handgun is standard issue for NATO and all five branches of the U.S. Armed Forces. In *Syphon Filter 2*, it is your most basic firearm. Reliable and quick to fire, but not the most powerful of weapons. It may also be silenced to suit your particular needs.

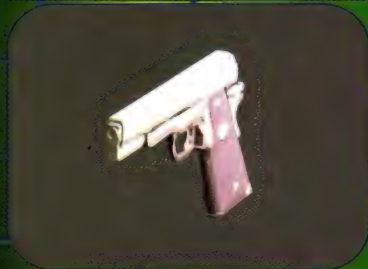
.45 HANDGUN

RF: 2

D: 3

C: 10

M: 60



This tough, durable pistol has been used for almost a century. It has tremendous stopping power, and in spite of its strong recoil and heavy slide and bolt, in the hands of a seasoned professional it is a deadly weapon.

H11 SNIPER RIFLE

RF: 4

D: 1

C: 50

M: 300



This unique weapon is designed to allow for a large magazine capacity and it has a high rate of fire. The downside is that it takes a lot of rounds to do significant damage. The H11 comes equipped standard with a 1x optical sight which appears slightly different than the usual aiming cursor.

12 GAUGE SHOTGUN

RF: 2

D: 4

C: N/A

M: 25



The 12 Gauge Shotgun is standard issue for the DEA and FBI. In firing tests, the payload was delivered into the "A" kill zone with limited collateral damage. In other words, you don't have to worry about accidentally hitting teammates or non-combatants in close quarters. While inflicting more damage than the handguns, it takes longer to reload.

K3G4 ASSAULT RIFLE

RF: 4

D: 2

C: 20

M: 120



A popular assault rifle, the K3G4 is commonly armed with teflon-coated bullets. No more need for head shots to get around the body armor—this deadly weapon is capable of cutting through most standard-issue Flak Jackets.

M-16 ASSAULT RIFLE

RF: 4

D: 2

C: 30

M: 180



Developed by the U.S. Army in 1965, the M-16 is the preeminent assault rifle in the world. Holding down the Square button will fire rounds continuously...at least, until you run out of ammo. A powerful weapon, the M-16 is best for when you are surrounded by multiple enemies and stealth is not a requirement.

PK-102 ASSAULT RIFLE

RF: 4

D: 2

C: 30

M: 180



Virtually identical to the M-16, the PK-102 is a compact, lightweight, full assault rifle that is easy to conceal, making it a popular choice for terrorists. Again, since it fires quickly and holds a lot of rounds, this weapon is best used in overwhelming situations where stealth is unnecessary.

BIZ-2 MACHINE PISTOL

RF: 4

D: 3

C: 66

M: 396



This pistol-machine gun is designed to deliver sustained firepower in tight quarters and does more damage than the M-16. That's not a typo either—with a maximum capacity of 396 rounds, this weapon is perfect for those situations which require sustained firepower.

HK-5 MACHINE PISTOL

RF: 4

D: 3

C: 32

M: 192



The HK-5's modular design and small size makes it very popular with both military special forces and terrorists. It has a quick rate of fire, but doesn't hold as many rounds as the equally-deadly BIZ-2. It may also be silenced for your convenience.

URS-12 RAPID FIRE SHOTGUN

RF: 2

D: 4

C: N/A

M: 12



The URS-12 delivers a pounding in close range combat against multiple targets. Collateral damage was not considered when developing this weapon.

G-18 MACHINE PISTOL

RF: 5

D: 2

C: 33

M: 198



The G-18 is perhaps the most deadly pistol-machine gun in the world. It has the fastest rate of fire than anything else in your arsenal. The only problem is, because it expends ammunition so quickly, it might leave you defenseless while waiting to reload. Watch that ammo count carefully!

mission 1

COLORADO, USA: ROCKY MOUNTAINS
09/08 04:00
OPERATIVE: GABE LOGAN

BRIEFING:

YOUR C-130 TRANSPORT, RETURNING FROM KAZAKHSTAN, HAS BEEN SHOT DOWN OVER THE COLORADO ROCKIES BY AGENCY FIGHTERS. YOU AND A HANDFUL OF CBDC AGENTS WERE ABLE TO GET OFF IN TIME, AND ARE NOW SPREAD OUT ALONG A MOUNTAIN RANGE. YOU MUST REACH THE C-130 CRASH SITE AND RETRIEVE THE PHARCOM DATA DISCS BEFORE THE AGENCY DOES.

FIND CHANCE (LIEUTENANT, CBDC) AND COLLECT THE C-130'S TRANSPONDER LOCATOR. USE IT TO PINPOINT THE LOCATION OF THE DOWNED TRANSPORT. THEN USE ANY AND ALL MEANS NECESSARY TO REACH THAT LOCATION. THE DATA DISCS MUST BE RETRIEVED TO FIND A CURE FOR SYPHON FILTER, AND TO SAVE LIAN XING.

MISSION OBJECTIVES:

- ① FIND CHANCE AND THE TRANSPONDER LOCATOR
- ② REACH HIGH GROUND TO GET A FIX ON THE TRANSPONDER SIGNAL
- ③ RECOVER C-4
- ④ CLEAR CAVE-IN
- ⑤ TAKE OUT SNIPERS
- ⑥ DEFEND GIs
- ⑦ REACH HIGHWAY

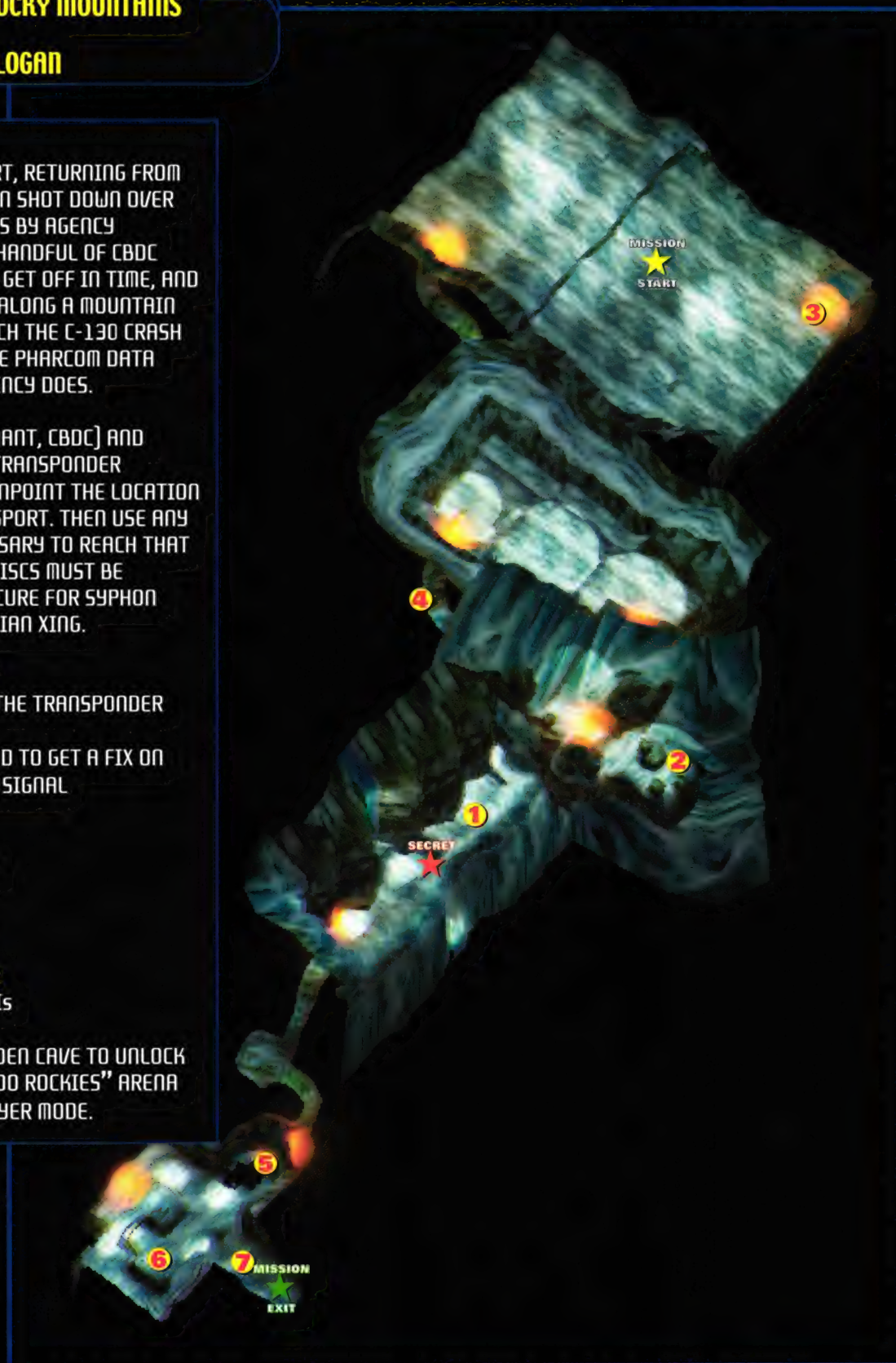
MISSION PARAMETERS:

— DO NOT KILL ANY GIs

SECRET



FIND THE HIDDEN CAVE TO UNLOCK THE "COLORADO ROCKIES" ARENA IN MULTI-PLAYER MODE.



SHOT: 001



You will begin by parachuting toward the snow-covered Rocky Mountains. You have control over Gabe, so make sure that you land on the snow and don't drop over a cliff. You might want to fly toward the high rock just ahead – there is an H11 in a crate atop the rock.

SHOT: 002



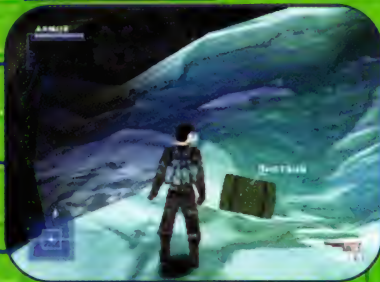
As you look around this area, you will find two flares lighting up the sky. One has a group of three of the men from your transport around it. They tell you that they think Chance is to the south of this area.

SHOT: 003



The other flare was set off by a GI with a radio. Head toward him (you will also find a crate with a Flak Jacket inside on a rock to your left). He's having trouble getting a signal, but he manages to contact Davies, who just saw Chance. When control is returned to you, follow the two GIs into the cave.

SHOT: 004



On the other side, they will point out the next cave, where you are supposed to be able to find Chance. Before you head into the cave, however, explore this area. You will find a Shotgun straight ahead from where you exit the first cave.

SHOT: 005



You will also find a Flak Jacket on a ridge at the opposite side of this area, next to the flare. Although you probably won't need it right now, you will want to remember this location for later.

SHOT: 006



Now, climb into the next tunnel to find Chance.

SHOT: 007



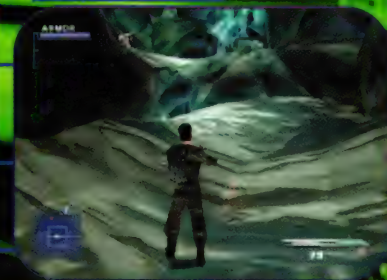
In this icy cave, you will run into two GIs who tell you that Chance is just ahead. Head to the left side of the waterfall after you exit this tunnel.

SHOT: 008



Chance has the Transponder Locator. You tell Chance to move down toward the highway while you look for high ground to use the Transponder. On the radio, Teresa tells you to expect trouble. This is your first Checkpoint and you are given an additional Mission Objective.

SHOT: 009



Once control is returned to you, an Agency operative will parachute in and begin firing on you. Auto-target him with your Shotgun and take his M-16.

SHOT: 010



Now, climb up on the ridge to the right of the waterfall. Run toward the waterfall and you will discover one of Gabe's new tricks – he will automatically jump over gaps, holes and chasms. On the other side of the waterfall is a Flak Jacket.

SHOT: 011 SECRET



Now, drop down on the right side (as you are looking at it) of the waterfall. Go to the edge of the chasm near the waterfall and climb down and hang from the ledge.

SHOT: 012 SECRET



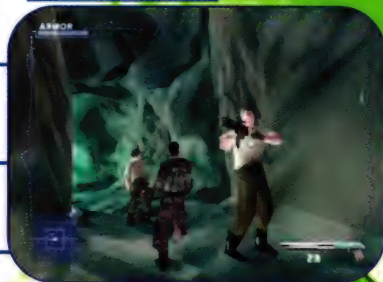
There is a secret cave right below here. Drop down to the cave and head inside to claim the H11, with its 1X Optical Sight. You will unlock your first secret – the “Colorado Rockies” multi-player arena.

SHOT: 013



Climb out and head back through the cave that brought you to this waterfall area.

SHOT: 014



In the cave, you will find the two soldiers that you talked to before. Apparently, a bad guy is about to attack you from behind and one of the GIs (Eshelman) starts to fire on him. Get out of the line of fire, or you will be killed.

SHOT: 015



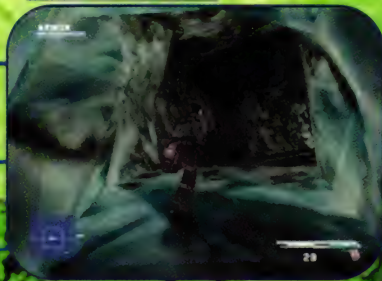
The shooting causes a cave-in at the mouth of the cave that you just entered. Start running in the opposite direction. If you are quick about it, you might be able to pick up some M-16 ammo off of Eshelman.

SHOT: 016



You will be treated to a short cut scene in which the GI calls out for Eshelman to try and save him. You know what needs to be done – Eshelman is dead and you need to get out of the cave. You will find that two more Mission Objectives have been added.

SHOT: 017



Unfortunately, you need some C-4 to blow through the impasse in front of you, so you must return to the beginning of the level.

SHOT: 018



Once you exit the cave, it is an all-out turkey shoot...and YOU are the turkey. Use your Shotgun or M-16 and auto-target to take care of the Agency guys. As soon as you can, grab the M-16 ammo that one of them leaves behind.

SHOT: 019



Remember that Flak Jacket next to the flare on the ridge that we found earlier? Go back and grab it if you are low on health.

SHOT: 020



Don't stand around shooting all day, because you can't win... more and more soldiers will keep appearing.

SHOT: 021



What do you do? Well, there is a gap in the mountain wall to the right of the flare and Flak Jacket. Head through it.

SHOT: 022



On the other side, you will come to another gap in the rocks and another flare. You will also hear a couple of Agency men talking to each other.

SHOT: 023



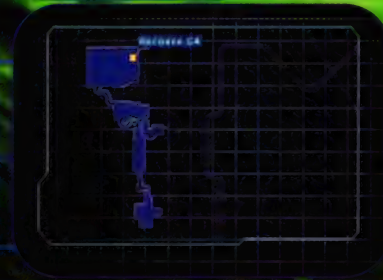
Manually target the first for a head shot, then three others will attack. Take care of them using auto-target – none of them are wearing Flak Jackets.

SHOT: 024



Once you've cleared the area, find the tall rock formation in the middle of the area and climb it. At the top, use the Transponder. This will key a conversation with Teresa and the second Checkpoint. It will also trigger an additional Mission Objective.

SHOT: 025



Now, the question is: Where do we find the C-4? Take a look at the map, the C-4 is located to the north.

SHOT: 026



Head to the north, double-checking the map along the way to make sure you are headed in the right direction, and go into the cave that you come to along the upper ridge.

SHOT: 027



Once you exit this cave, you will find an open area with a couple of flares. The one to the right is what we are interested in. This is where you will find the C-4. Of course, it is also where a number of bad guys will attack.

SHOT: 028



You will find the C-4 after a conversation with Kawalski, who lays dying next to the flare. This is Checkpoint 3.

SHOT: 029



After collecting the C-4, a number of Agency goons will parachute in (try shooting them while in the air – great fun!). We need to clear that tunnel, so quickly run across the area and head back through the tunnel, before the bad guys hit the ground and start firing.

SHOT: 030



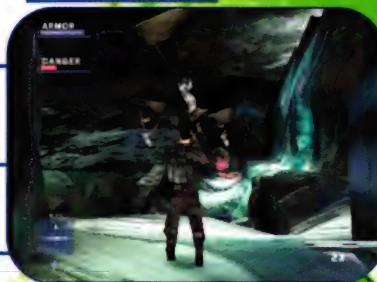
When you exit the other side of the cave, there will be more Agency guys firing at you. Just run past them, drop down, find the flare and head into the next tunnel.

SHOT: 031



Back at the cave-in, place the C-4 on the boulder and back away. You only have a few seconds and, if you are close to the explosion, you will die. Clearing the path will result in another completed Mission Objective and a Checkpoint.

SHOT: 032



Now, we have to reach the highway, which is located at the south end of the map. Head through the cave and exit at the waterfall. You pick up an Agency radio transmission that says they are going to torch this mountain pretty soon. More Agency goons parachute in.

SHOT: 033



Fire as you run, jump the gap at the waterfall and head into the next cave, where you will reach another Checkpoint.

SHOT: 034



When you exit, you will be fired upon by two snipers that are targeting you for head shots. They are both wearing Flak Jackets, so you need to pop their melons before they do the same to you.

SHOT: 035



Drop down to the area below, run toward the GIs and you will get a cut scene and an additional Mission Objective. The GIs are going to provide cover for you against the two snipers just in front of you.

SHOT: 036



Run toward the flare on the right and climb up on the rock formation that is home to sniper #1.

SHOT: 037



He will immediately run off down the path to the right. Let him run while crouching and hiding behind the rock to avoid a head shot courtesy of sniper #2.

SHOT: 038



When he stops running, use the H11 and its Optical Sight to take care of sniper #1. Then, pick up the grenades in the crate next to you.

SHOT: 039



Immediately turn to your left and set your sights on sniper #2. He isn't stupid. If you have him targeted (using the manual targeting button **LT**), he will stay behind the rock. Solution? Chuck a grenade his way!

SHOT: 040



Once he's toast, that Mission Objective is complete and you are given another Checkpoint. Now, pick up the Grenades found in the crate on the rock and find the "Reach Highway" location on your map. Let's go there.

SHOT: 041



Turn and run across this high ridge that you are on, then go through the gap between cliff walls on the east side of this area. This is the level exit. What a great first mission, eh?

SHOT: 042



What?? It's not over! Just as you are about to exit, the GIs come under attack and you must protect them. There are six or so agency goons, all wearing Flak Jackets and all carrying M-16s. In order to get rid of them before they take out the GIs, you are going to have to expose yourself to draw their fire. Use your H11, M-16 or Shotgun and take care of them (make sure you pick up their Flak Jackets if you need them).

SHOT: 043



Once you do, you will be given a cut scene in which Gabe tells the two GIs (Ramirez and Ferguson) to hold down the fort and that he will be back for them. Now, exit the level (yes, "for real" this time!).

SHOT: 044



Of course, the Agency doesn't give up so easily and somebody in a really cool aircraft lets loose on Gabe in the cut scene after you complete the level. What happened? Well, Lian Xing's got a little work to do, then we'll find out when Gabe returns to action in Mission 3, "Colorado Interstate 70."

MISSION 2

COLORADO, USA: MCKENZIE AIRBASE INTERIOR
09/08 04:45
OPERATIVE: LIAN XING

BRIEFING:

AGENCY OPERATIVES, HEADED BY MORGAN, HAVE ABDUCTED YOU FROM KAZAHKSTAN AND BROUGHT YOU TO MCKENZIE AIRFORCE BASE IN COLORADO. YOU MUST ESCAPE THE HOLDING FACILITY AND FIND A WAY OFF BASE. IF POSSIBLE, OBSERVE MORGAN AND HIS OPERATIVES AND UNCOVER ANY AGENCY PLANS YOU CAN.

AIRBASE PERSONNEL BELIEVE YOU'RE A TERRORIST UNDER QUARANTINE, AND WILL FIRE IF THEY SPOT YOU. AVOID DETECTION, AND USE NON-LETHAL MEANS TO ELIMINATE ANY OBSTACLES TO YOUR GOAL.

MISSION OBJECTIVES:

- 1 FIND ADRENALINE BOOSTER
- 2 GET COMBAT GEAR
- 3 ESCAPE HOLDING FACILITY

MISSION PARAMETERS:

- GET ADRENALINE BEFORE YOU BLACK OUT IN TWO MINUTES
- DO NOT KILL ANY AIRBASE PERSONNEL
- DO NOT ALLOW YOURSELF TO BE DETECTED

SECRET

- ★ COMPLETE MISSION WITHIN 3:00 TO UNLOCK GOOFY CHARACTERS IN MULTI-PLAYER MODE.



SHOT: 001



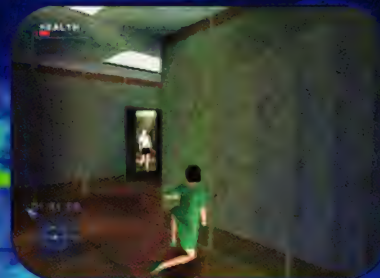
No time to waste. You've got two minutes to find some Adrenaline before you black out. Wait for the guard to pass by your doorway then slowly follow him out.

SHOT: 002



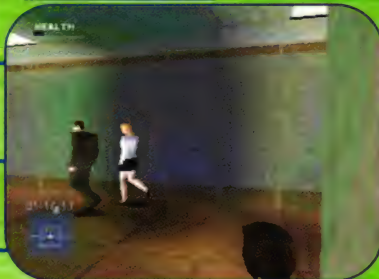
When you exit your room, take a right, then take another immediate right down this hallway.

SHOT: 003



Hug the right wall and stealthily walk to the end of the hallway. Stop before you come to the end of the hallway and stay in the crouched position behind the safety of the right wall.

SHOT: 004



A conversation between Dr. Elsa Weissinger and Lyle Stevens ensues. By the sound of it, there might be some Adrenaline in the room she just exited. Stay put and wait for them to finish their conversation then wait for them to head up the corridor.

SHOT: 005



Wait until they are far enough up the corridor so that they won't see you then make a mad dash into room A9 across the way.

SHOT: 006



Inside you'll find the first Objective – the Adrenaline Shot...

SHOT: 007



...and Dobson, who by the looks of it didn't make it. Suck it up, say a silent prayer and keep moving. You've got to find your gear and then a way to escape.

SHOT: 008



Head back outside the room and take a left. Follow the hallway to the end (there is a barred window here) and take another left.

SHOT: 009



This short hallway turns to the left. Assume the crouch and turn the corner. Ahead you'll spy two guards – one walking up the hallway and another stationed at the end.

SHOT: 010



Follow the guard up the hallway, staying far enough behind to avoid detection, then enter the left door into room A6.

SHOT: 011



The plot unfolds once you enter the room. From behind a two-way mirror you eavesdrop on the doctor and two agents. It looks like Phagan's luck has finally run out.

SHOT: 012



Once you're back in control of Lian Xing flip the switch on the right which opens the mirror. Hop through and enter Phagan's room.

SHOT: 013



Don't waste any time mourning his death, instead head out the door and take a moment to crouch at the opening. To the left is a guard at the end of the hallway. Wait for him to walk away and out of sight.

SHOT: 014



Now dash across the hallway diagonally down and to the right into the adjoining hallway (there should be a red exit sign at the end of it).

SHOT: 015



Again, crouch and stealthily round the corner to the left. Another guard should be heading up the hallway with his back to you.

SHOT: 016



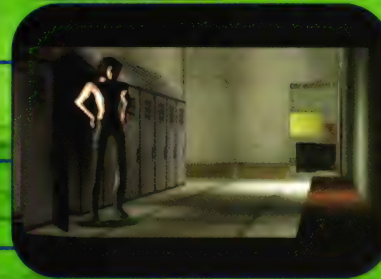
Slowly follow him until he stops to chat with his buddy (who is unseen behind a window along the right wall). After their brief conversation, the guard will head through a temporarily opened door. Let him go.

SHOT: 017



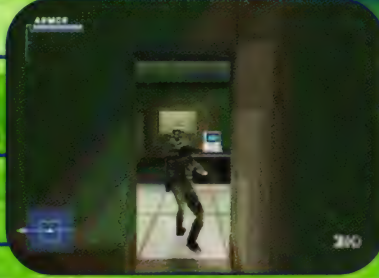
Stay crouched and walk/roll underneath the window and take the hallway to the right. This dead-end leads to room B1.

SHOT: 018



There is a row of lockers here — the last one on the right contains your Combat Gear. Take back what's rightfully yours (.45, Hand Taser, Binoculars, Flak Jacket) and watch as Lian Xing takes it all off — hubba hubba.

SHOT: 019



Now that you have your gear back, things are a little more even-handed. You can't go shooting your .45 in here, as you'll alert the guards. And besides, these MPs are just doing their job. Keep the Hand Taser equipped and crouch-walk toward the guard in front of the window.

SHOT: 020



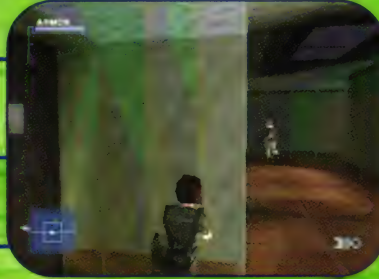
When you're right behind him, shoot him with electricity and he will fall to the floor unconscious. The next order of business is to flip the switch to the right of the window.

SHOT: 021



The switch opens the two sets of locked doors back outside. You've got only seconds to make it through both before you're spotted, or worse, locked in the stairway between them. Run out of the room and through the door the guard went through earlier.

SHOT: 022



Head down the stairs and through the second doorway and you're safe, but not for long. The next order of business is to quickly duck into this alcove/doorway and crouch behind the safety of the wall. A guard will be rounding the corner any second.

SHOT: 023



Stay put as he asks Carter to buzz him back in. Carter is quite unavailable at the moment. Don't give him the chance to figure that out. Get behind the guard and introduce him to your Taser.

SHOT: 024



There is one more guard around the corner, so sneak up behind him and taser him.

SHOT: 025 SECRET



Now, it's just a few more steps down the hallway and then a cinema occurs. Thanks to the aid of an eager Airman, Lian Xing can breathe in the sweet smell of freedom and, if you were able to complete this all within a three minute time limit, you'll have unlocked the Goofies — secret characters for the multi-player game.



MISSION 3

COLORADO, USA: INTERSTATE 70
09/08 05:15
OPERATIVE: GABE LOGAN



BRIEFING:

CHANCE HAS SCOUTED THE HIGHWAY AHEAD AND FOUND A CONVOY OF ARMED AGENCY COMMANDOS, STOPPED BY THE AVALANCHE THAT WAS CAUSED BY ARCHER'S MISSILE ATTACK. YOU MUST GET PAST THIS CONVOY TO REACH THE C-130 CRASH SITE AND RETRIEVE THE DATA DISCS.

HOWEVER, YOU LOST YOUR ARSENAL IN THE AVALANCHE. CHANCE WILL CREATE A DISTRACTION TO DRAW ENEMY FIRE WHILE YOU ENTER THE TUNNEL. SEARCH THE BACK OF ANY TRANSPORT TRUCKS YOU FIND TO RE-EQUIP YOURSELF. AFTERWARDS, PROTECT CHANCE AND FIGHT YOUR WAY TO THE CRASH SITE.

MISSION OBJECTIVES:

- ① OBTAIN WEAPONS WHILE CHANCE DISTRACTS GUARDS
- ② USE GRENADE TO CUT TUNNEL POWER
- ③ REACH C-130 CRASH SITE

MISSION PARAMETERS:

— PROTECT CHANCE

SECRET



FIND BINOCULARS TO UNLOCK "CAVES" MULTI-PLAYER ARENA.

SHOT: 001



Once Chance starts to fire on the Agency guys, take the cue and head into the tunnel. Do not try to take either of these guys on, or Chance is dead.

SHOT: 002 SECRET



Once in the tunnel, head into the small alcove on your left and open the door and head down the corridor to find the Binoculars. (This will unlock another Secret multi-player arena, "Caves".) Then, return to the tunnel and head deeper into it. While you were in the corridor, a group of Agency thugs will have run past the alcove and headed toward Chance.

SHOT: 003



Now, take a left out of the alcove, avoiding the bad guys, and head toward the back of the truck and snag the Equipment (which includes a much-needed Flak Jacket). You will have completed your first Objective and reached the first Checkpoint.

SHOT: 004



Equip your M-16, then fire on the bad guys. They aren't wearing Flak Jackets, so spray some lead.

SHOT: 005



After taking care of the immediate problem, head out of the tunnel the way you came in.

SHOT: 006



Return to the tunnel entrance to help Chance. When you exit, take the two guys on the road out with head shots. Take the one closest to Chance out first – this will cause the other one to fire on you.

SHOT: 007



Then, turn and take out the guy above the tunnel, behind the road sign, with a head shot. Be quick about it; if Chance runs out of ammo while you are taking care of these three, he's a dead duck.

SHOT: 008



Follow Chance back into the tunnel and you will be given a cut scene and another Checkpoint.

SHOT: 009



Run deeper into the tunnel and Chance will follow you. Take out the first agency guys you come across. After you have bagged a few of them, Chance says that he smells gas and runs up ahead.

SHOT: 010



When you catch up to him, you run into big trouble – three guys all wearing Flak Jackets.

SHOT: 011



Of course, Gabe has the solution as he pulls out a gas hose to create a flamethrower. Use it to take care of the three guys in front, then turn around to take care of the guy that attacks from the rear.

SHOT: 012



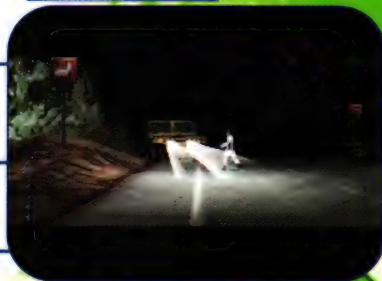
Use the make-shift flamethrower to take care of the remaining bad guys that attack from the front. If you are too slow, it will run out of juice and you will have to use your M-16 to finish the job.

SHOT: 013



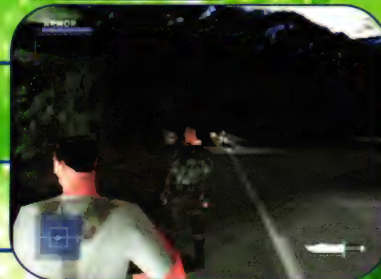
Once your path is clear, head with Chance to the end of the tunnel. You will reach another Checkpoint.

SHOT: 014



When you arrive, you discover that the Agency people have an ambush in-store for you – a number of snipers in the hills just waiting for you to expose your position.

SHOT: 015



The trick here is to be patient. Watch for the first guard patrolling in front of the transport. When he stops at the left side of the truck, he will turn and walk slowly back to the right.

SHOT: 016



This is your chance; hide in the shadows and run toward the vehicle ahead, with your Knife equipped. Hide behind the left side of the vehicle, then, when the guy's back is turned, slash him from behind, before he has a chance to turn around. Chance will follow you once you've taken care of the guard.

SHOT: 017



Now, hide behind the left side of the truck and look for the next guard, patrolling by the large road sign on the left side of the road.

SHOT: 018



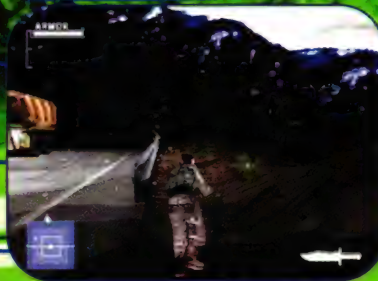
Wait for him to stop under the sign, then turn to walk to the right.

SHOT: 019



Now, run toward him as he starts moving to the right, then crouch-walk up behind him as he stops for a breather in the middle of the road and slash him.

SHOT: 020



Head to the dirt area on the other side of the guardrail on the east side of the road.

SHOT: 021



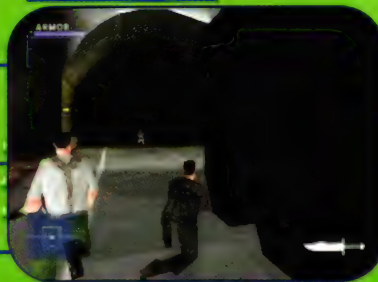
Crouch-walk up behind the guard and cut him.

SHOT: 022



Now, crouch-walk up behind the two guards standing on the right side of the last transport. They will talk, then one of them will walk away. Cut the one that stays behind.

SHOT: 023



Head to the left side of the transport. Once you reach the truck, one of the guards will run into the tunnel, and the other will remain at the back of the truck. Cut him, then you and Chance can proceed safely into the tunnel. You will have reached another Checkpoint and have completed another Objective.

SHOT: 024



Now, follow Chance deep into the tunnel and you will find two APCs sitting in the middle of the road. These things kill quickly, but Chance has a solution.

SHOT: 025



He also mentions the power room that you just passed and a need for some explosives to take care of it. Of course, the explosives are probably on the back of this truck... and there is no way of getting to it without the APCs shredding your hide. What to do?

SHOT: 026



Well, Chance gives himself up so that the APCs will cease firing.

SHOT: 027



This is your chance; sneak over to the right side of the transport and take the Grenades that you find in the back of it. The two guards that were manning the APCs will leave their posts and secure Chance. Leave him for now. You will be given another Objective and Checkpoint.

SHOT: 028



Now, turn around and head south, back the way you came in. You will find a small alcove on your right. This is the entrance to the power room.

SHOT: 029



Open the door, then take the corridor to the right. At the end, open the door and throw a Grenade into the power room. Make sure that you are a good distance away when it goes off!

SHOT: 030



Once the power goes down, Gabe dons his Nightvision Goggles (and you get another Checkpoint). Return to Chance.

SHOT: 031



Of course, along the way, you will find a number of Agency guys looking for you in the tunnel. But, they can't see you, can they? Take them out with head shots and exit the tunnel.

SHOT: 032



Don't forget to take care of the two guys that had Chance pinned down.

SHOT: 033



Take out a few more bad guys, head toward the end of the tunnel and it's mission complete!



mission 4

COLORADO, USA: 1-70 MOUNTAIN BRIDGE

09/08 05:45

OPERATIVE: GABE LOGAN



BRIEFING:

ARCHER HAS ORDERED THAT A BRIDGE ALONG I-70 BE DESTROYED TO PREVENT YOU AND ANY CBDC SURVIVORS FROM ESCAPING THE MOUNTAIN. THEY THEN PLAN TO BOMB THE MOUNTAIN WITH SARIN NERVE GAS. YOU MUST KEEP THE BRIDGE INTACT.

SILENTLY KILL THE AGENCY COMMANDER BEFORE HE GIVES THE ORDER TO DETONATE, AND THEN DISARM THE CHARGES, WHICH ARE PLANTED ON THE SCAFFOLDING BELOW THE BRIDGE. ONCE THIS IS ACCOMPLISHED, CONTINUE TOWARDS YOUR PRIMARY OBJECTIVE: THE C-130 CRASH SITE.

MISSION OBJECTIVES:

- 1 FIND SILENCED WEAPON
- 2 QUIETLY ELIMINATE COMMANDER
- 3 DISARM FOUR C-4 CHARGES
- 4 REACH PLANE CRASH SITE
- 5 RESCUE CAPTURED GIS

MISSION PARAMETERS:

- PROTECT ALL GIS
- DO NOT GET DISCOVERED ON BRIDGE BEFORE C-4 IS DISARMED
- ELIMINATE THE COMMANDER BEFORE HE DETONATES THE C-4

SHOT: 001



The Agency goons guarding the bridge have been notified to be on the lookout for your presence. In order to successfully complete this mission, we're going to have to keep a very low profile. Since you have to eliminate the commander within 2 minutes, your first goal will be to find a silenced weapon suitable for the task.

SHOT: 002



Crouch-walk to the right (around the weight limit sign), so as not to alert the commander and his fellow officer, and walk onto the concrete ledge of the bridge (right side).

SHOT: 003



When you're on the ledge, remain crouched and press forward toward the edge, Gabe will lower himself down so he is hanging from the ledge.

SHOT: 004



Remain hanging and start shimmying, hand-over-hand, to the right.

SHOT: 005



Continue to do so until you have safely passed the commander and his comrade. When they are no longer on your radar, pull Gabe up and crouch-walk along the side of the bridge.

SHOT: 006



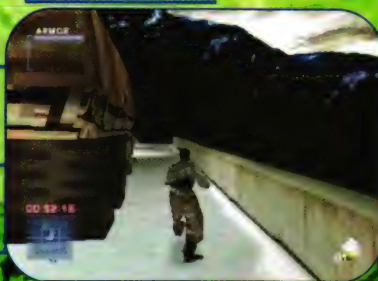
Up ahead, you will spot a supply truck which is being patrolled by two guards. Watch and wait for the guards to walk around the back side of the truck and then make your way over to it.

SHOT: 007



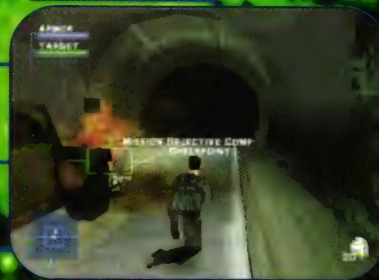
Make sure you don't hop Gabe onto the bridge until the two guards are moving around the opposite side of the truck. When it's safe, climb over and head around to the back of the truck and grab the equipment stashed inside.

SHOT: 008



Keep an eye on your radar and the two guards circling the truck. When they are on the opposite (left) side, equip your newly acquired Tear Gas Grenade and head along the right side and back toward the beginning of the bridge.

SHOT: 009



When you get close enough, hit your auto target button to get a lock on the commander and his fellow goon. Make sure you're in the right position (so as to not hit the truck) and toss the Grenade. That should take care of Objective #1.

SHOT: 010



Now that they're out of commission, snag their weapons and ammo and then climb over the opposite side of the bridge (left side) from where you hung on the first time. Once again, lower Gabe down so he's hanging from the edge.

SHOT: 011



Shimmy Gabe a little bit to the left and then drop him down to the next girder. It looks like a steep drop but Gabe will securely grab on to it without incident.

SHOT: 012



Right below should be the first of the four C-4 charges and a soldier who is going through his final checklist. Silently drop down to the next girder, equip your Knife, sneak on up to him and stab him in the back.

SHOT: 013



Disarm the explosive and you'll receive another Checkpoint. Now it's on to the other three. Hop back up to the girder above and follow the "T" catwalk so that you are making your way toward the end of the bridge. Stay on this side of the bridge (left side).

SHOT: 014



When you can't go any further and are blocked by a support beam, pull Gabe up to the level above and then up once more to the concrete ledge.

SHOT: 015



Stay hanging and start shimmying across to the left. You should have the next two flashing C-4 charges on your radar. Keep shimmying until you come to the section of the bridge with a catwalk directly below you.

SHOT: 016



Drop down and Gabe will grab onto the girder. Pull him up and disarm the second C-4 charge — two to go.

SHOT: 017



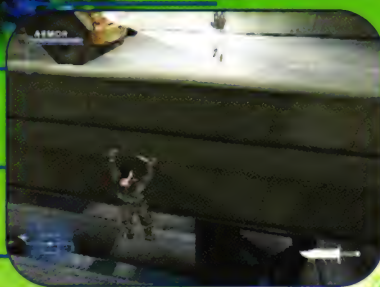
Whether you heard them or not, the two patrolmen above were talking about two captured GIs being held hostage — that's one more Objective we'll have to deal with later.

SHOT: 018



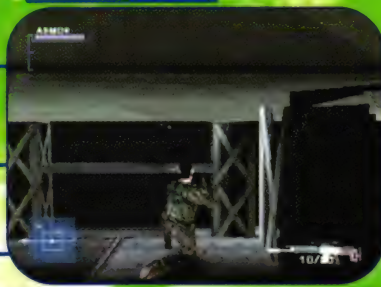
The next C-4 charge is directly below you on the opposite side of the support beam. There is a guard working on it. Getting to it is going to prove tougher than it seems. Hop up to the concrete ledge and start shimmying to the left once again.

SHOT: 019



Trying to drop down to the girder way below will only result in your death. We're going to need to do some serious shimmying, passing the first set of guards and continuing until you come to the next guard above and a girder directly below.

SHOT: 020



Drop Gabe down before you're spotted and immediately assume the crouch position.

SHOT: 021



Quickly equip the Silenced Sniper Rifle and take aim, there is a guard patrolling the girders down and to the left of you. If he turns and sees you, it's over. Quickly shoot him in the head.

SHOT: 022



Once he's out of the picture, lower Gabe down and drop twice. You should be on the lowest portion of the bridge.

SHOT: 023



Head out on the "T" section of the bridge, take a moment to use the Sniper Rifle and take out the other guard who is fussing over the C-4 charge. He'll never know what hit him.

SHOT: 024



Time to take care of the remaining two charges. Turn around and follow the sloped catwalk down until it stops. Take the catwalk to the right side of the bridge and then hop up two sets of girders.

SHOT: 025



There should be a C-4 charge blinking in front of you. Disarm it and grab the goon's M-16 Ammo to add insult to injury. One explosive to go.

SHOT: 026



Stay on the right side and drop back twice to the bottom set of girders. Take the middle catwalk up toward the beginning of the bridge and then back to the right side.

SHOT: 027



From here, climb up two sets of girders then head up the middle catwalk toward the beginning of the bridge (and the blinking explosive).

SHOT: 028



At the top of the "T", lower Gabe down and position him so the catwalk below is parallel to his shadow. Drop down.

SHOT: 029



Turn around, and you'll find that you are on the same level as the C-4. Take care of business and it's Objective complete. Don't get too cocky though, we still need to rescue those GIs and get the heck out of here.

SHOT: 030



Head back down the neck of the "T" catwalk and around to the right so Gabe can hop up to the next level.

SHOT: 031



Repeat the process again, running toward the end of the bridge, along the "T" section and then back around to the right so Gabe can hop up to the next level.

SHOT: 032



From here, Gabe should be able to hop up to the concrete ledge and then onto the bridge. Now that the explosives are disarmed, we don't have to worry about being spotted. Go ahead and create some bloodshed.

SHOT: 033



You don't have to, but it's awfully satisfying to clear the bridge of any leftover hostiles. When all is said and done head cautiously into the tunnel at the end of the bridge.

SHOT: 034



Hug the right side of the tunnel and equip your Sniper Rifle.

SHOT: 035



As soon as you see an enemy appear on your radar, locate him in your sights.

SHOT: 036



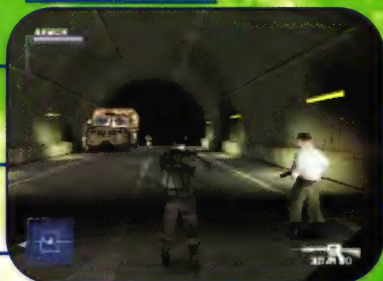
Even though the two guards are beating on your men, don't shoot right away. Wait for the goon on the left to start pacing. Now, aim your sights at the goon on the right and, when the left walks into your line, shoot them both with a single bullet.

SHOT: 037



Now that you've cleared your third Objective, it's time to get the hell out of Dodge. Take a moment to talk to Teresa for the latest intel then equip your M-16 and get ready for some action.

SHOT: 038



Head further into the tunnel and the first of three military trucks will appear. Each one carries three men who come from the back, usually one on one side and two from the other.

SHOT: 039



Stop moving forward when you see it coming and activate your manual targeting cursor. Each of these guards will be wearing Flak Jackets and require precise head shots to bring them down.

SHOT: 040



Be quick, you're supposed to be protecting your fellow GIs, but they seem to be able to take care of themselves pretty well.

SHOT: 041

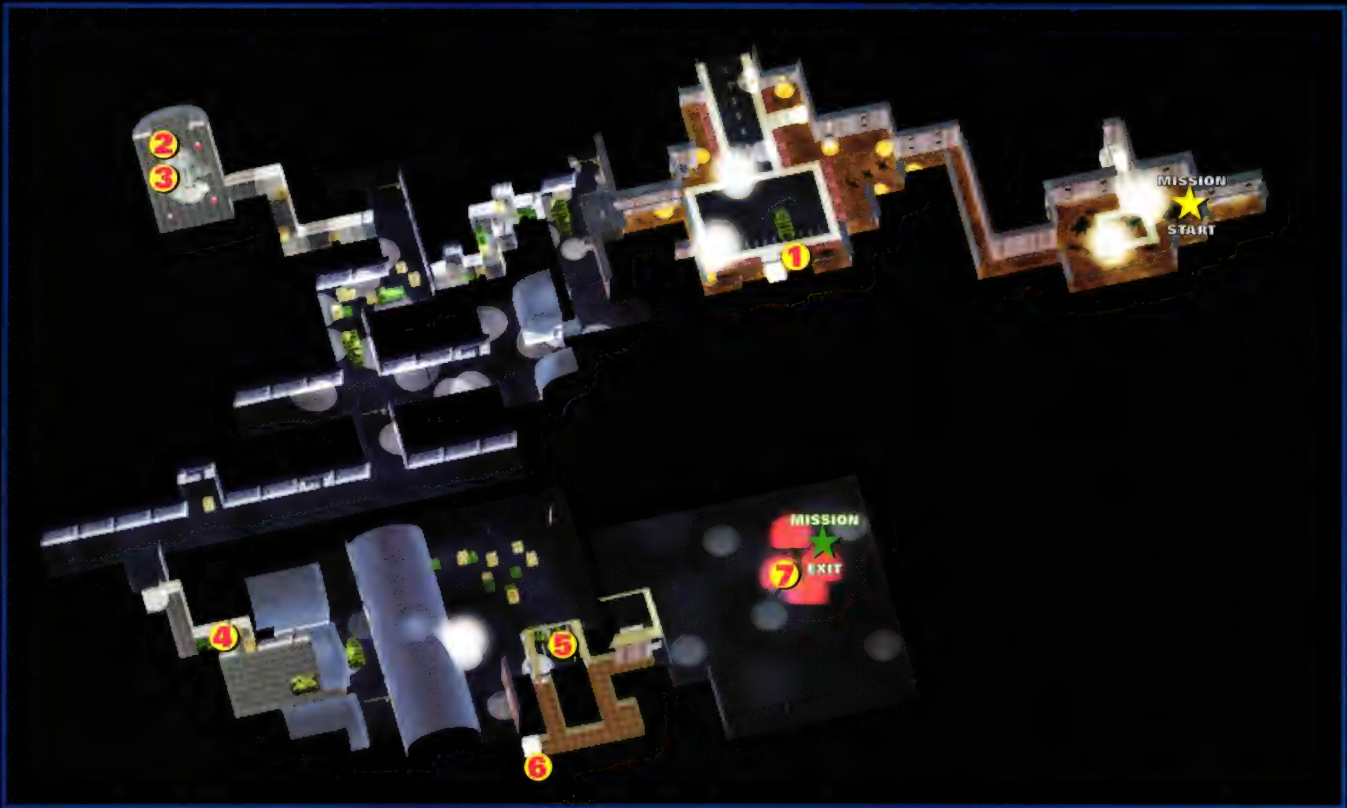


Repeat this process for all three trucks and it looks like the Mission is a success...or maybe not.



MISSION 5

COLORADO, USA: MCKENZIE AIRBASE
09/08 05:15
OPERATIVE: LIAN XING



BRIEFING:

YOU'VE ESCAPED THE AIRBASE HOLDING FACILITY AND GIVEN YOURSELF AN ADRENALINE BOOSTER SHOT TO STAVE OFF THE EFFECTS OF SYPHON FILTER. YOU MUST NOW FIND A WAY INTO THE BASE CONTROL TOWER AND THEN STEAL A CHOPPER. IF POSSIBLE, OBSERVE MORGAN AND HIS OPERATIVES AND UNCOVER ANY AGENCY PLANS YOU CAN.

AIRBASE PERSONNEL BELIEVE YOU'RE A TERRORIST UNDER QUARANTINE, AND WILL FIRE IF THEY SPOT YOU. AVOID DETECTION, AND USE NON-LETHAL MEANS TO ELIMINATE ANY OBSTACLES TO YOUR GOAL.

MISSION OBJECTIVES:

- ① LOCATE A SILENCED WEAPON
- ② ELIMINATE AGENCY PILOT
- ③ SABOTAGE AGENCY PLANE
- ④ GET INFORMATION FROM HOLMAN
- ⑤ CREATE DISTRACTION TO ENTER TOWER
- ⑥ GET TRANSPONDER FREQUENCY
- ⑦ STEAL CHOPPER

MISSION PARAMETERS:

- DO NOT KILL ANY AIRBASE PERSONNEL
- DO NOT PUT THE BASE ON ALERT

SHOT: 001



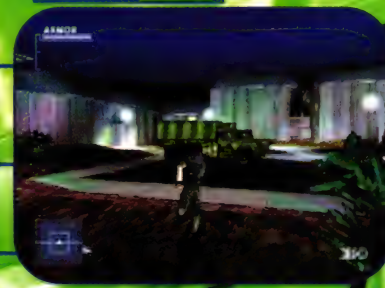
In this case, "non-lethal" means making use of Lian Xing's Hand Taser. Sneak behind the tree and keep an eye on the two patrolling airmen. After they talk under the light, one will leave. Go up to the one that remains behind and use the Hand Taser on him when his back is turned (or you can simply wait until he walks away from you and make a run for it).

SHOT: 002



Follow the other guard to the north. He will head between some buildings and to a large, open area. When you arrive, a cut scene will play, giving you information about Thomas Holman, an Agency operative. An additional Mission Objective will be added at this point.

SHOT: 003



Make a dash for the transport on the left and hide behind it. There are two guards patrolling near the street light on the other side of the truck.

SHOT: 004



One will walk back toward the truck. When he gets to the corner, use the Hand Taser on him.

SHOT: 005



Then, face the back of the truck and snag the Silenced Sniper Rifle that is inside, thus completing the first Mission Objective and giving you a Checkpoint.

SHOT: 006



Now, go to the front end of the transport and look for the other guard patrolling to the west.

SHOT: 007



Wait until he starts walking toward the street lamp, with his back to you, then make a run to the west, through the gap between the two buildings.

SHOT: 008



Climb up the block at the end of the alley, and on to the roof above.

SHOT: 009



On the other side of the roof, you will find two more guards on the other side of a transport.

SHOT: 010



Drop to the ground behind the transport. The guards will hear you and one will walk around the vehicle to investigate.

SHOT: 011



Once he begins to move, climb up onto the truck, then walk over and drop off of the other side.

SHOT: 012



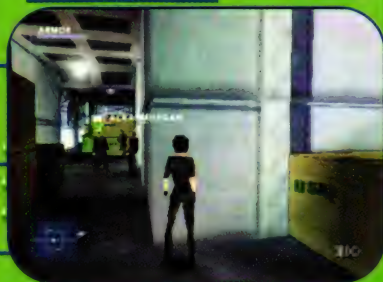
Then, crouch-walk ever so carefully to the right, and proceed to climb up the green boxes to the left of the remaining guard (stay tight to the left wall and crouch-walk when you are not climbing).

SHOT: 013



Once you get behind him, crawl down off of the box, then sneak up and use your Hand Taser.

SHOT: 014



Head around the corner and you will hear Morgan and Falkan talking about getting the chopper ready – an airman comes up and tells them that the F-22 and its pilot are ready to go, although the cargo hasn't arrived yet.

SHOT: 015



Morgan and Falkan will walk away, and the airman will come toward you. Taser him when he gets to the corner from which you lurk!

SHOT: 016



Now, head forward and you will receive a radio message from Teresa. Two more Objectives are added: you must take care of the Agency F-22 pilot and sabotage the plane. This is also your next Checkpoint.

SHOT: 017



Turn to the right and locate the large alcove on the west building. Head over to it and throw the switch, opening the door.

SHOT: 018



Head inside and run through the corridor to the hangar at the end of it. There are no guards to fear in this area.

SHOT: 019



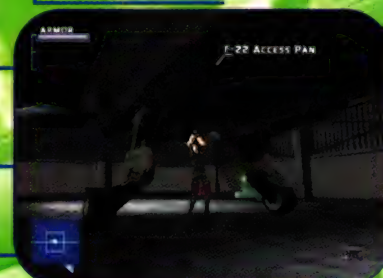
As you arrive, you will hear the pilot on the radio. He is standing at the top of the stairs.

SHOT: 020



Pull out your Silenced Sniper Rifle and take him out with a head shot (after he is done talking). This will complete the Mission Objective.

SHOT: 021



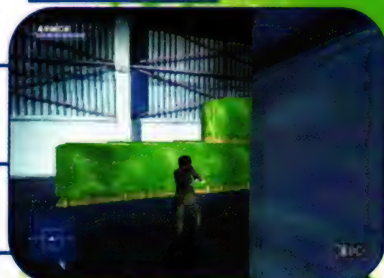
Now, walk underneath the F-22 and you will see "F-22" appear on its belly. Hit the Action button and you will sabotage the craft, completing that Objective and reaching another Checkpoint.

SHOT: 022



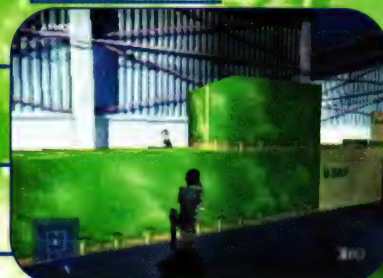
As soon as you do this, you find out from Teresa that Gabe is about to catch a train, and that somebody is coming into the hangar. Duck behind the red tool storage unit until the guard enters the room and turns his back. Then, sneak up from behind as he is walking toward the plane and apply the Hand Taser.

SHOT: 023



Head back through the corridor and back out into the main yard. At the intersection with all of the boxes, take a right (you will be heading west).

SHOT: 024



There are two airmen patrolling this area. Duck behind the green boxes and wait for them to go by.

SHOT: 025



After they are clear, run around the corner and locate the transport with the moving searchlight behind it.

SHOT: 026



Stay to the right side of the truck and use the Silenced Sniper Rifle to shoot out the searchlight. If you don't, you will be exposed when you walk under it.

SHOT: 027



Now, head past the yellow and black striped vehicle security gate and toward the far corner of the building on the left. You will have triggered another Checkpoint.

SHOT: 028



As you move toward the next intersection, stop when you reach it.

SHOT: 029



If you look to the west, you will find a number of airmen at their posts. There is no way that you can slip past them without a little help.

SHOT: 030



Help is to be found in the form of this transport to the east. The transport will turn on its lights and begin to move toward you.

SHOT: 031



When the front end of the transport comes into view, run over to it and jump up and grab its roof. (Don't worry: If you miss the first one, another part of the convoy will roll up shortly.)

SHOT: 032



Hang from the side and shimmy to the left corner of the vehicle. This protects you from being spotted by the guards on the other side, until you reach an opening between buildings on the south side of this area, just after you pass a single guard.

SHOT: 033



At this point, drop from the transport as it passes a gap between two buildings on the south side of the road.

SHOT: 034



Head into the building. Run through the corridor until you reach the hangar.

SHOT: 035



You will find yourself in a hangar with Morgan and Holman. They will exit the hangar on its east side. Follow them and hide behind the transport on the right side of the hangar.

SHOT: 036



An airman will aim his flashlight into the hangar, then walk away. Quickly run out of the hangar and head to the left of the transport parked out in front, before the airman has a chance to turn around and spot you.

SHOT: 037



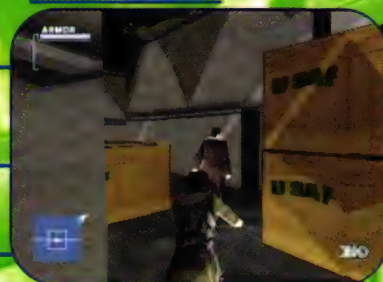
This will trigger a cut scene involving all of the big, bad Agency folks. After a short conversation, Holman breaks from the pack (with an airman along-side), giving you your chance to deal with him – it also triggers the next Checkpoint.

SHOT: 038



Follow Holman and the airman into the hangar. As they walk toward the corridor on the other side, Holman will ask the airman to leave. Stay close to the right side of the hangar. Then, when the airman leaves, carefully walk around the corner and catch up to Holman.

SHOT: 039



A cut scene will follow in which Lian King beats a little 411 out of Holman, and you complete an Objective and get a Checkpoint at the same time... hot diggity!

SHOT: 040



Now, turn around and run back into the hangar. The guard will still be patrolling this area. Sneak up on him as he walks behind the transport, then apply the Hand Taser.

SHOT: 041



Exit the hangar and head through the opening in the building across the way (on the east side of the area where all of the bad guys just met).

SHOT: 042



Duck behind the crate just around the corner from the opening and wait for the patrolling airman to walk away from you, then give him some tasty Hand Taser action.

SHOT: 043



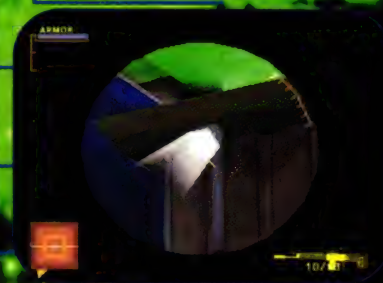
On the other side of this building, you will find a large open area that is being patrolled by a couple of airmen under the watchful eye of a searchlight.

SHOT: 044



Hide behind the stack of green crates at the opening to this area and wait for the nearest airman to walk away from you.

SHOT: 045



Enter the yard and equip the Silenced Sniper Rifle. Shoot out the searchlight.

SHOT: 046



Then, carefully crouch-walk around the far side of the yard, heading east and being sure not to alert any of the airmen to your presence. Sneak up behind the guard and use the Hand Taser.

SHOT: 047



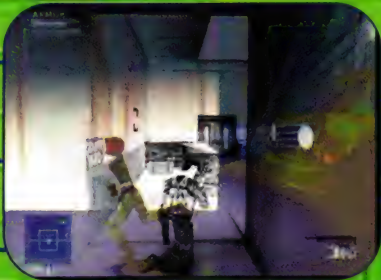
See the transport on the east side of the yard, near the building to the south (in front of the searchlight that you just shot out)?

SHOT: 048



Go up to it and turn on the truck ignition.

SHOT: 049



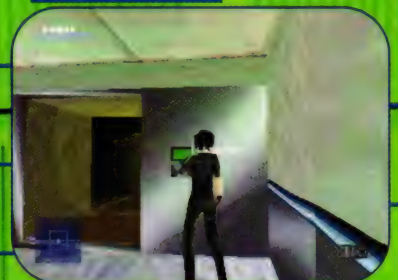
Then, quickly side-step to the left to protect yourself from view of the guards. The truck will take off in reverse, crash into a building and explode. Another Mission Objective complete and Checkpoint secured.

SHOT: 050



Now, run to the lighted opening on the south building, as the airmen that were guarding the entrance make their way over to the crashed truck.

SHOT: 051



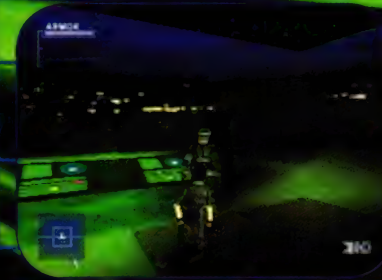
Head straight through this building's main corridor and you will come to an elevator.

SHOT: 052



Take the elevator up to the air tower. When you arrive, you will hear an airman on the radio. Take a right as you exit the elevator and go around the next two corners to sneak up behind the airman that is not on the radio. You will find him next to a lighted, translucent map.

SHOT: 053



After taking care of him, wait for the other airman to get off of the radio. He will call out for his buddy. Quickly sneak up behind him and apply the Hand Taser.

SHOT: 054



Now, find the box next to the elevator that will allow you to obtain the Transponder Frequency. When you get this, you will have completed another Objective and reached another Checkpoint.

SHOT: 055



Head back down the elevator and run straight out of the elevator and through the corridor.

SHOT: 056



This will lead you to the airfield, where you will be able to find the chopper. You will find Falkan giving instructions to an airman.

SHOT: 057



Falkan will walk off, leaving the airman behind. Use your Taser on the airman. Then, pull out your Silenced Sniper Rifle and pop Falkan in the melon.

SHOT: 058



Head toward the red lights and get into the chopper. The level is complete, and Lian Xing is safe... for now!



MISSION 6

BRIEFING:

YOU'VE ESCAPED ANOTHER MISSILE ATTACK FROM ARCHER BY JUMPING ONTO A WESTBOUND UNITED PACIFIC FREIGHT TRAIN. IT WILL BRING YOU WITHIN FIVE MILES OF THE DOWNED C-130. YOU MUST REACH THE ENGINE AND PREPARE TO STOP THE TRAIN AS IT APPROACHES THE CRASH SITE.

ARCHER IS USING HIS BLACKHAWK UH-60 TO DEPLOY AN AGENCY RET (RETRIEVAL AND ELIMINATION TEAM). HE WILL DESTROY THE TRAIN RATHER THAN LET YOU GET OFF THE MOUNTAIN ALIVE. ELIMINATE ANY OPERATIVES THAT GET IN YOUR WAY.

MISSION OBJECTIVES:

- 1 REACH ENGINE AND STOP TRAIN

MISSION PARAMETERS:

— NONE

COLORADO, USA: UNITED PACIFIC TRAIN 101
COLORADO TRAIN RIDE
09/08 06:00
OPERATIVE: GABE LOGAN



SHOT: 001



The Agency men deployed on the train are some of the most ruthless around. Be prepared for violent firefights. Off the bat, make sure you don't get sliced by Archer's chopper as it flies by.

SHOT: 002



Before moving along the train, lower Gabe down into the smoldering car below. Inside, you'll find a weapon crate storing a Flak Jacket.

SHOT: 003



Back above, Archer dropped three men onto this first open empty cargo car. Stop before you jump down onto it and manually target them with your M-16. Be sure to conserve your ammo whenever possible on this level.

SHOT: 004



Hop down, collect the leftovers and continue on. The next open cargo car has two men: the right one's armed with grenades. Don't stop to shoot them from above, instead hop down and use the auto-targeting cursor to take them out quickly.

SHOT: 005



Climb up onto the next cargo wall then quickly jump down onto the next cargo car. There is a goon between the two cars and he will kill you quickly if you try to shoot him from above.

SHOT: 006



As soon as you land, perform a quick turn around then auto-target and shoot the guard who climbed up onto the wall after you.

SHOT: 007



Without hesitation, perform another quick turn around and auto target the two gunmen in front of you. If you're quick enough, you should be able to kill all three attackers without getting hit.

SHOT: 008



Continue forward, and two more gunmen come running at you. Stop as soon as you see them and use the manual targeting cursor to take them out.

SHOT: 009



Just a little ahead are two more men who are a bit more stationary. Stay as far back as possible and take them out with head shots.

SHOT: 010



Continue on and over to the red enclosed rail car and you'll receive a Checkpoint. We're already halfway there.

SHOT: 011



Hop onto the next car and stop before climbing the valve on top of it. Ahead are two goons coming your way. Manually target and kill them.

SHOT: 012



Forge on ahead and stop short before you jump down to the open cargo car below. Two more baddies await down there just begging to be picked off by a few choice shots to the head.

SHOT: 013



When you climb up the next wall, you'll spy two gunmen waiting for you between the two opened cars. Don't even try it, just keep moving forward and jump down below where we'll deal with the lone, grenade-tossing goon.

SHOT: 014



He requires a manual shot to the head (he's wearing a Flak Jacket). If he actually does toss a grenade your way, just move forward to run under it.

SHOT: 015



Take his goodies and move on. If you really need more ammo, it is possible to kill the two gunmen in between the two train cars by moving to either edge, going into the manual targeting mode and leaning out to the left and right. You should be able to get a portion of their bodies in your sights.

SHOT: 016



The next open rail car offers no surprises, so just keep moving ahead. As you start your way down the row of enclosed cargo cars, the train enters a tunnel and Gabe dons his Nightvision Goggles.

SHOT: 017



Here's where it gets serious. Prepare to be attacked from all sides, as enemies come climbing out of the woodwork. The first order of business is to execute a quick turnaround and manually target the one or two goons coming at you from behind.

SHOT: 018



The second order of business is to then turn back around and start running forward, auto targeting goons as they come running at you. Don't stop, as there is an endless supply of gunmen that will come up from the cars behind you.

SHOT: 019



If you miss one or two while running forward, keep going. Eventually you will reach the end of the level where, in typical fashion, things go from bad to worse.



MISSION 7

COLORADO, USA: UNITED PACIFIC TRAIN 101
COLORADO TRAIN RACE
09/08 06:15
OPERATIVE: GABE LOGAN

BRIEFING:

AN OIL TANKER HAS BEEN DESTROYED BY AN AGENCY COMMANDO'S GRENADE, SPLITTING THE TRAIN IN TWO. YOU MANAGED TO JUMP CLEAR OF THE EXPLOSION, BUT NOW YOU'RE FACING WORSE NEWS.

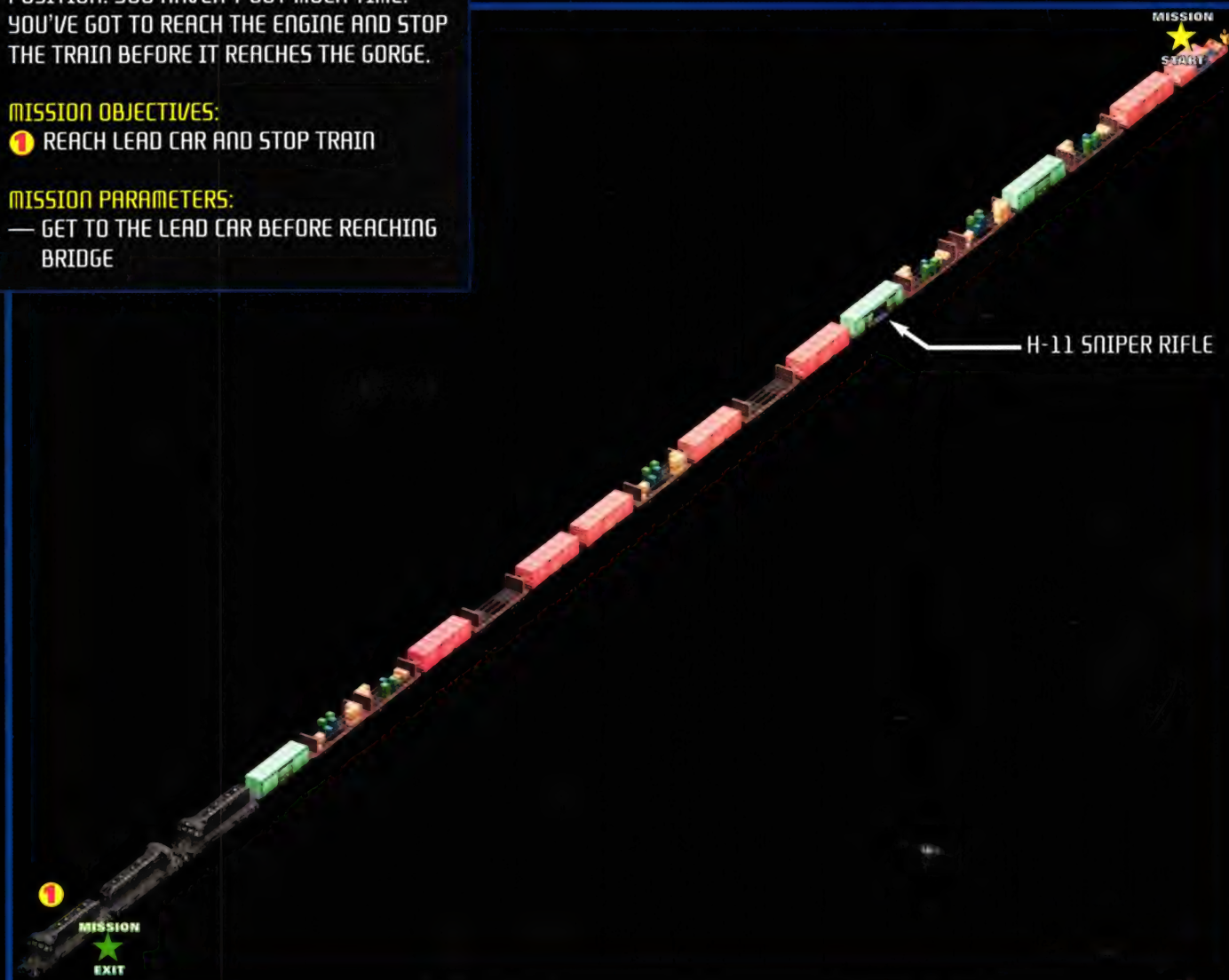
ARCHER HAS BLOWN OUT A RAIL BRIDGE TEN MILES AHEAD OF THE TRAIN'S CURRENT POSITION. YOU HAVEN'T GOT MUCH TIME. YOU'VE GOT TO REACH THE ENGINE AND STOP THE TRAIN BEFORE IT REACHES THE GORGE.

MISSION OBJECTIVES:

- 1 REACH LEAD CAR AND STOP TRAIN

MISSION PARAMETERS:

- GET TO THE LEAD CAR BEFORE REACHING BRIDGE



SHOT: 001



This mission is pretty straight forward. You have 8:00 minutes to reach the front of the train and a host of bad guys to tend to along the way. Most of them are of the non-Flak Jacket wearing type, so we'll only point out when something special happens. You begin by climbing up on top of train car #1. Use your M-16 to shoot the two agency goons that attack.

SHOT: 002



While the time limit in this mission is more than generous, the ammo lying around is not. Make sure you take everything you can off of the bad guys that you bring down.

SHOT: 003



When you jump to car #3, do so on the left side, so that you land behind the crates. A bad guy will attack from your right and you will need to shoot him quickly before he inflicts some serious damage. You will find a Flak Jacket here. There are two more guys behind the crates. Sneak around the edge of the crates and get the drop on both of them.

SHOT: 004



When you reach car #5, quickly climb the crates in the middle of the car. There is a Flak Jacket-wearing bad guy throwing grenades at you from car #6.

SHOT: 005



At the top of the crates, immediately go into first-person mode and take him out with a head shot, then run forward to avoid the blast of any grenade that might be landing in the immediate area.

SHOT: 006



Jump to car #6 and make sure that you pick up his Flak Jacket.

SHOT: 007



When you reach car #7, two goons will start running toward you from car #8. Let the lead fly! Then, climb down the left side of car #7 and the camera will change. Shimmy to the left and drop down to the steel grating below. There is an auto-target bad guy down here and an H11 in a crate. Snag the H11 and equip it.

SHOT: 008



Before running off of the edge of car #8 to jump to car #9, stop and spy the two M-16 firing guys below. Take them both out with head shots.

SHOT: 009



When you arrive at car #11, you will find a bad guy that wants to play a little hide-and-seek behind some crates. Indulge him by peeking out from around the corner and taking care of him with a head shot (you don't have to, but it's fun).

SHOT: 010



Don't get too cocky, however, as there is another guy with a Shotgun around the corner, crouching and hiding behind the wood crate to your right (he may also appear behind the first guy as he pops out). Crouch-walk to the left side of this crate, then take him out.

SHOT: 011



On car #12, you will reach your one and only Checkpoint in this mission. You will find two garden variety bad guys here, as well.

SHOT: 012



Car #16 features a little more hide-and-seek behind some crates. No biggie; this guy is packing a 9mm. He must have felt very inadequate as you blew him off the train.

SHOT: 013



Car #17 will throw three guys at you on the other side of the stack of blue crates. Peek around the corner and go into first-person mode to take them all out with head shots (one of them is carrying a Shotgun).

SHOT: 014



Car #19 is the first of the black cars — signifying that you are getting close to the engine. Jump to it and a couple of Flak Jacket-wearing guys will attack from car #20.

SHOT: 015



When you reach car #21 (the engine), another Flak Jacket guy will attack up top. Take care of him, then run forward to the front of the train. That's it, Mission complete. Look on as Gabe jumps from the train to Lian Xing's waiting chopper... cool!

mission 8

BRIEFING:

THE AGENCY HAS REACHED THE CRASH SITE BEFORE YOU, AND ARCHER HAS HIS MEN SEARCHING FOR THE DATA DISCS. YOU'VE GOT TO GET TO THE DISCS BEFORE THEY DO. FORTUNATELY, THEY WON'T BE EXPECTING YOU TO CHUTE IN, SO YOU CAN GET THE DROP ON THEM.

BEFORE THE CRASH, THE CRATE HOLDING THE DISCS WAS STASHED IN THE TAIL SECTION OF THE PLANE. IT'S LIKELY STILL THERE. RETRIEVE IT ASAP AND RENDEZVOUS WITH LIAN XING AT THE CLEARING TWO CLICKS SOUTH.

MISSION OBJECTIVES:

- 1 FIND DATA DISCS IN TAIL OF AIRPLANE
- 2 RETRIEVE DATA DISCS FROM ARCHER

MISSION PARAMETERS:

— NONE

SECRET

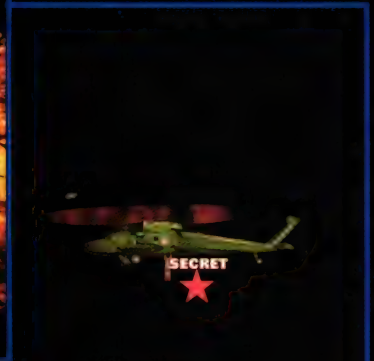
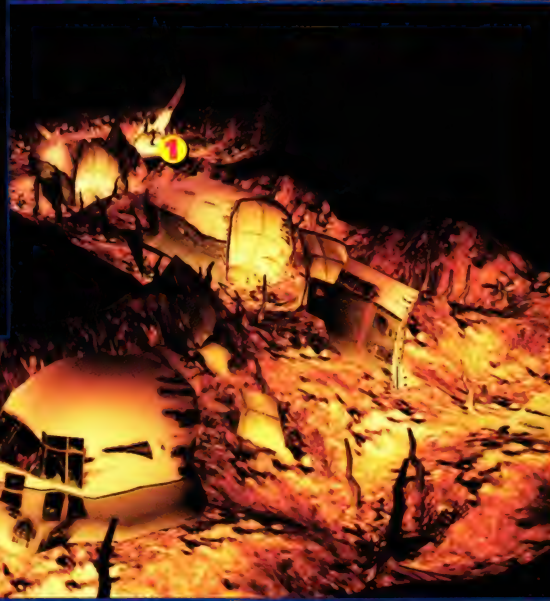
★ BEAT LEVEL IN UNDER 3:00 TO OPEN UP *SYPHON FILTER 1* CHARACTERS IN MULTI-PLAYER MODE

KILL ARCHER WITH THE FIRST SHOT TO UNLOCK THE "JUNGLE ARENA."

COLORADO, USA: C-130 WRECKAGE SITE

09/08 06:45

OPERATIVE: GABE LOGAN



SHOT: 001



This area is going to be crawling with some of Archer's best snipers. Even with the element of surprise, don't expect it to be a cakewalk. As soon as you touch down, auto target the two gunmen and take them out quickly.

SHOT: 002



Don't fret if you take a few hits, there's a crate holding a Flak Jacket sitting in between them.

SHOT: 003



To the left of the cockpit of the downed plane is the next gunman. If he spots you he'll alert others. Even if he does, it's nothing you can't handle. Use your Silenced Sniper Rifle and take him out from as far away as possible.

SHOT: 004



Use the cockpit wreckage as cover and stay to the left of it. There are a total of three men around the other side. One is equipped with grenades. Take your time and pick them off one-by-one.

SHOT: 005



Now that the immediate threat has been handled, it's time to collect a goodie. From the back of the cockpit head straight down then up the small hill. You should come across a large section of the wing. Underneath at the end is a crate with a Silenced Sniper Rifle.

SHOT: 006



Follow the next few pieces of smoking wreckage up a small hill and you'll come across a piece of the fuselage. Whatever you do, don't venture inside it, you'll be hopelessly trapped.

SHOT: 007



Instead, go around to the right while staying as close as you can to it. When you get toward the end of it, you'll hear a gunman call out your position. That's your cue to stop dead in your tracks.

SHOT: 008



From your vantage point, you should be able to see the gunman standing on top of another part of the fuselage a little farther ahead. Pull out your Silenced Sniper Rifle and take him out with a head shot. Only shoot if you have a clean shot.

SHOT: 009



Re-equip your M-16 and slowly edge around the remainder of the fuselage, while turning Gabe so he's facing to the left. There are two gunmen waiting to strike just around the corner.

SHOT: 010



Stop while you still have some cover and take them out methodically with manual shots.

SHOT: 011



There's still one last threat. He's got grenades and is not afraid to use them. Locate his blip on the radar, lock onto him with your auto target and charge at him shooting. He'll never know what hit him.

SHOT: 012



You'll have a few minutes of breathing room, but don't get lulled into a false sense of security. It's just the quiet before the storm. Head past the next piece of fuselage and follow the remaining pieces of wreckage to the tail.

SHOT: 013



Before you open the crate holding the Data Discs, head around the back of the tail and to the right to find another carrying an M-79 Grenade Launcher. This will definitely come in handy.

SHOT: 014



Go back and grab those Discs. Huh?! It's empty and Archer's got the goods. This is where it gets messy. Snipers seem to come from everywhere at once.

SHOT: 015



Without thinking, run behind the tail so it's blocking the precise head shots of the snipers. Roll if you have to.

SHOT: 016



Once you're no longer in danger, take a moment to locate the snipers on your radar. Using the tail for cover, slowly get each sniper in your sights and manually take them out with head shots of your own. Use your M-16, we need to conserve our Sniper Rifle ammo for later.

SHOT: 017



Take your time when locking in on these snipers. It helps to peek out quickly, aim a little, then lean back under cover. You can do this over and over until each falls in your sights.

SHOT: 018



There are two to deal with immediately and another two that are just a little farther up. Use this smaller section of wreckage for cover. Four down and it's a Checkpoint.

SHOT: 019



Collect the leftovers and go ahead and stealthily move into the fuselage. Stay crouched and walk along the left side of the hull. As soon as you hear Archer give away your position, hunker down and use the twisted hull as cover.

SHOT: 020



There are three gunmen to deal with this time. Slowly eliminate them and you'll get another Checkpoint.

SHOT: 021



Head up the hill, collecting the ammo and any Flak Jackets if you need them and then stop and equip your M-79 Grenade Launcher before going any farther. This time, we are going to stay on the left side of the fuselage ahead.

SHOT: 022



Stealthily walk along side the fuselage and aim Gabe out toward the left. When you hear Archer call for grenades, two gunmen will appear toward the perimeter of the landscape. Hit the auto target button and send one of your own grenades their way. Checkpoint.

SHOT: 023



Right next to the fuselage is another piece of wreckage. Execute a roll to quickly bridge the gap between the two and re-equip your M-16. Archer calls for more snipers on the south ridge.

SHOT: 024



If you peek out from your cover, you'll find a total of three locked on to your head. Take them out one-by-one. The third is off a bit to the left.

SHOT: 025



We've completely eliminated Archer's men so that leaves the Head Cheese himself. Of course, he's taken the much nobler option of running away by chopper. If we're quick we can catch him. Head back toward the downed cockpit while equipping your Sniper Rifle.

SHOT: 026



Just beyond you'll spy the chopper taking off with Archer hanging on from beneath.

SHOT: 027



Get as close as you can as quickly as you can then go into manual targeting mode, zoom in and aim for his head (he's wearing a Flak Jacket).

SHOT: 028 SECRET



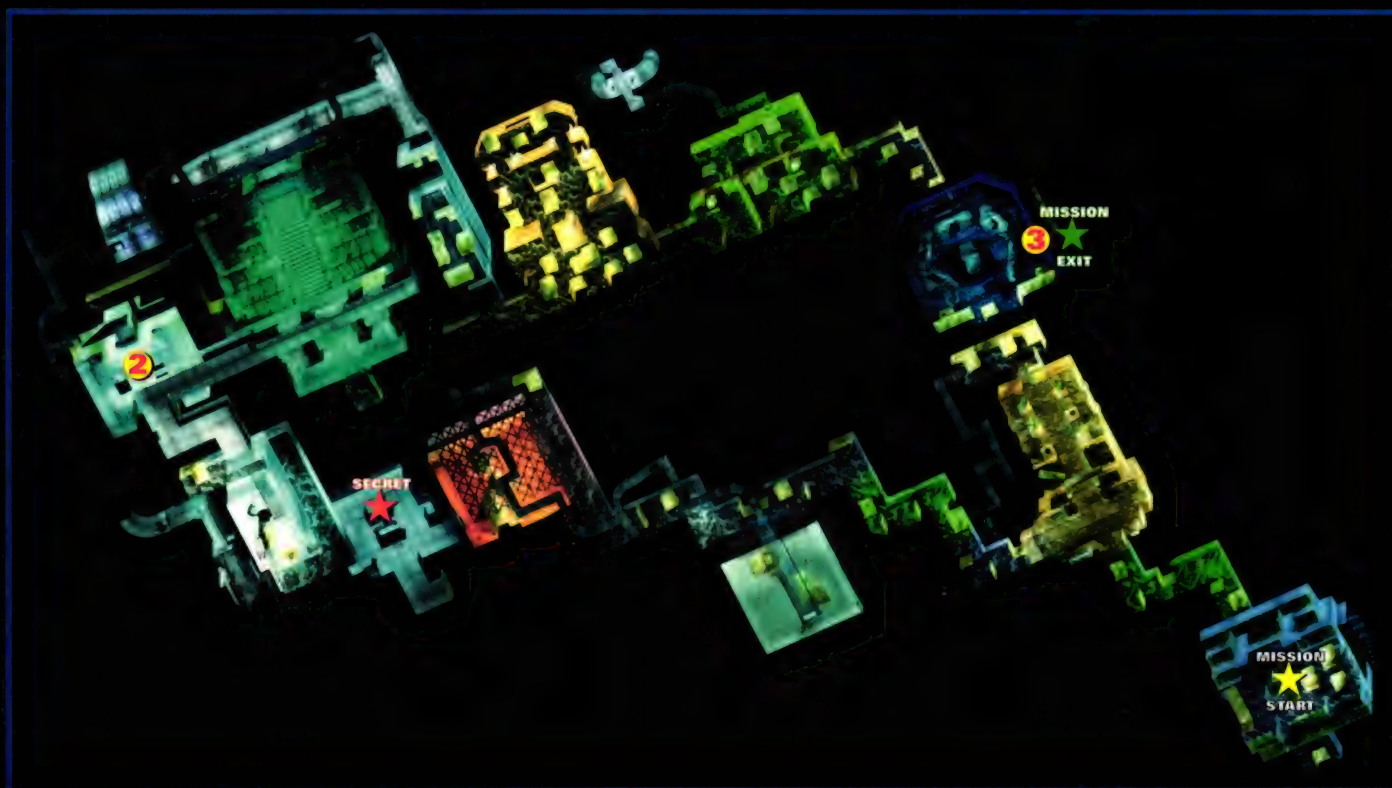
It's not easy, because he's a moving target, but with a steady hand and a little patience you'll get him. If you hit him with your first shot, not only does he die, but you unlock a secret! You just opened up the Jungle arena — good job!

mission 9

NEW YORK, USA: PHARCOM EXPO CENTER

09/09 21:00

OPERATIVE: GABE LOGAN



BRIEFING:

LIAN XING'S INTEL FROM THE AIRBASE INDICATES PHAGAN HID A DISC WITH HIS ENCRYPTION CODES SOMEWHERE IN THE PHARCOM EXPO CENTER. MORGAN IS LEADING AN OPERATION TO FIND THE DISC. YOU WILL PLANT A C-4 CHARGE TO DISTRACT HIS GUARDS AND TAKE THE CODES FROM HIM. IF NEEDED, USE THE BUILDING'S VENTILATION SYSTEM TO REACH YOUR GOAL.

THE PHARCOM EXPO CENTER HAS BEEN SHUT DOWN BY THE NSA, PENDING AN INVESTIGATION INTO PHAGAN'S INVOLVEMENT IN THE D.C. TERRORIST INCIDENT. US ARMY TROOPS ARE CURRENTLY BOXING EXHIBITS FOR SHIPMENT TO GOVERNMENT WAREHOUSES. AVOID CONTACT WITH THESE TROOPS IF POSSIBLE, AND IF NECESSARY, INCAPACITATE THEM WITH YOUR CROSSBOW OR HAND TASER.

MISSION OBJECTIVES:

- ① RECOVER DATA DISCS FROM MORGAN
- ② PLANT DECOY TO DISTRACT MORGAN'S GUARDS
- ③ SNEAK IN THE ANCIENT CHINA EXHIBIT VIA VENTILATION SHAFT

SECRET

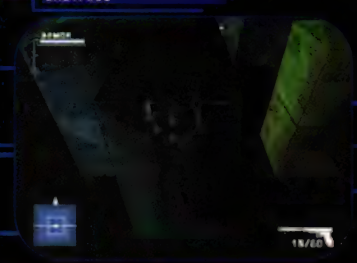


PICK UP GIRLIE MAGAZINE IN LOCKER TO OPEN UP PHARCOM LAB IN 2-PLAYER MODE.

MISSION PARAMETERS:

- DO NOT ALERT ANY GI'S TO YOUR PRESENCE
- DO NOT KILL ANY GI'S

SHOT: 001



You begin atop a structure in the middle of the entry area so familiar to players of the original game. Back-up and drop, hang and drop again.

SHOT: 002



There are two Agency guys that you need to deal with in this room. Take the guy on the left out first. He is packing a Silenced HR-5 Machine Pistol, while the other guy feels inadequate with his 9mm Silenced Handgun.

SHOT: 003



Now, equip the Silenced HR-5 Machine Pistol and head through the door on the north wall, behind the two goons, and you will need to don your Nightvision Goggles.

SHOT: 004



Work your way through this corridor, between the crates.

SHOT: 005



As you come toward the end of this corridor, and the lobby area up ahead, crouch just before the crate on the left and target the Agency operative in your field of vision for a head shot.

SHOT: 006



As soon as you do, a number of Agency guys will attack from the room ahead. They have you targeted and the dark won't protect you. Step out into the light and have at it.

SHOT: 007



The guy at the top of the ramp is wearing a Flak Jacket and will require a head shot.

SHOT: 008



Now, run around and pick up all of the goodies.

SHOT: 009



At the top of said ramp, there is another corridor. Take a left and you will find an HVAC grille high on the wall. Shoot it out and climb in.

SHOT: 010



Crawl down and around the HVAC ducts and you will eventually come to another grille that can be shot-out. Do so and drop to the room below, to the first Checkpoint.

SHOT: 011



In this next room, immediately take a right and head down the corridor. Gabe will again don his Nightvision Goggles and there will be two more agency guys to shoot (one carrying HK-5 Machine Pistol ammo).

SHOT: 012



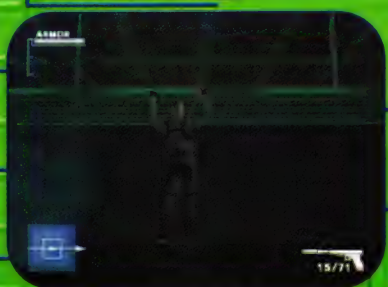
Continue down the corridor and remove the Nightvision Goggles. As soon as you do, crouch and look for a guy around the corner to the left. He has his back turned to you, so take him out with a head shot. (You will also find a crate containing a Flak Jacket.)

SHOT: 013



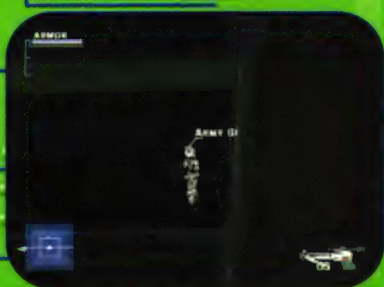
Now, manually target the guy on the catwalk above for a head shot.

SHOT: 014



Once the area is goon-free, climb up the tall stack of crates to the catwalk. As you run toward the HVAC grille, you will reach your next Checkpoint. Shoot the grille out and climb in.

SHOT: 015



Crawl through this set of ducts and you will eventually come to a side of a duct that features two grilles on the right. The second one you come to hides a GI on the other side. Shoot the grille out, then send him to dream land with the Crossbow – make sure you don't hit him in the head, as that will cause instant death and a Mission Parameter failure.

SHOT: 016



Continue crawling through the ducts. At the end, shoot through the grille, then whip out your Hand Taser and hide as you watch the conversation transpire between the two GIs that appear above.

SHOT: 017



One GI will take off down the hall to radio for help. Use the Hand Taser on the one that remains. Then, run down the hall and sneak up on the other one – Hand Taser at the ready. You don't have much time, so be quick about it.

SHOT: 018



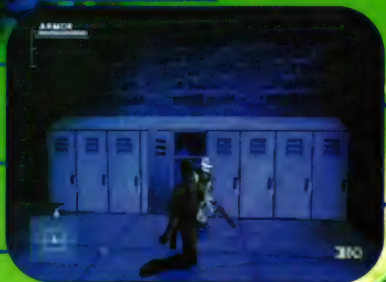
Now, return back down the corridor and drop into the display area with the dirt floor. There is another GI that needs 40 winks – climb up on the crates and drop down on the left side, behind him. After he is down for the count, head through the camouflaged door just to the left of him, on the west wall. You have reached another Checkpoint.

SHOT: 019



In the next room, you will find two GIs checking out some babe in a magazine. Head for the cave in the west wall of this area and wait for one of them to come toward you. As soon as he's got his back to you, give him the Hand Taser.

SHOT: 020 SECRET



Then, sneak up on the guy still gawking at girlie pictures and apply Hand Taser. (Go to the locker to take the magazine. This will open another Secret – the “Pharcom Incubator Lab” multi-player arena.)

SHOT: 021



Through the next set of (open) doors is the space display that was just so cool in the original game. Take a left and climb up the crates – make sure that you do not alert the GI standing on the other side of them.

SHOT: 022



At the top of the crates, you will find a mezzanine area being patrolled by a GI. Use the Crossbow to deal with him.

SHOT: 023



Then, climb up on top of the rocket and jump over to the north side of the mezzanine. If you are out of Crossbow ammo, simply wait for him to walk past you, then jump to the mezzanine and apply the Hand Taser to his backside.

SHOT: 024



On the mezzanine level, head toward the west wall, shoot out the grille and climb up into the ducting.

SHOT: 025



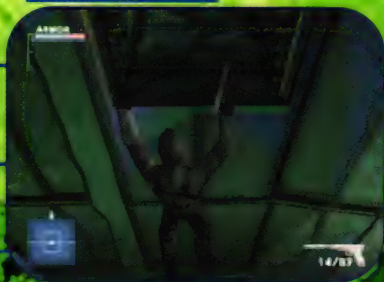
A quick cut scene will play where an Agency guy shouts out that you are in the vents. Crawl through the ducts, shoot out the grille at the end, then drop down and you will get a cut scene where you will find out that the Agency plans to blow up the Pharcom Expo Center tonight. You instruct Teresa Lipan and Lian King to get as far away from the building as possible and that you will take care of the explosives. Think they will listen? Nah... Checkpoint and an added Objective.

SHOT: 026



You will find two more Agency guys ahead in the corridor. The first one appears as you try to climb up to the corridor, then flings grenades at you. Quickly climb up and take him out with a head shot before he has a chance to toss one your way. After taking care of the second one (behind a large, louvered wall), you will be able to open that crate – just filled with grenades.

SHOT: 027



Shoot out the HVAC grille high on the north wall, adjacent to the big louvers and climb in. Crawl through and shoot out the grille at the end.

SHOT: 028



Now, drop down to the corridor below. You can go either to the left or right. There is an Agency guy on a catwalk to the right. Take him out only if you feel the need for some HK-5 Machine Pistol ammo and a Flak Jacket.

SHOT: 029



Otherwise, head down to the left. You will see an Agency guy as you approach the openings along the north wall. Take him out with a head shot, then run up and hide behind the wall where he was standing.

SHOT: 030



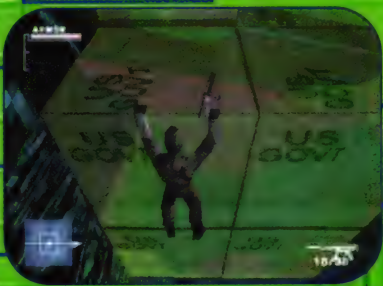
You will now find yourself in a fire-fight with the two goons across the way (there are more on the floor below, but they can't hit you from this vantage point). Auto target and use the HK-5 Machine Pistol (while keeping on the move) to take care of both of them.

SHOT: 031



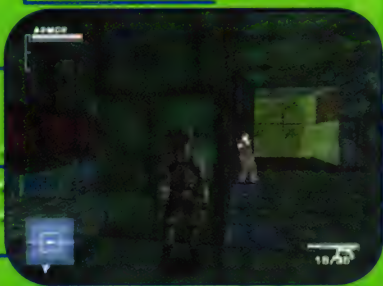
Now, continue down the corridor and climb down the stack of crates below the last opening on the north wall.

SHOT: 032



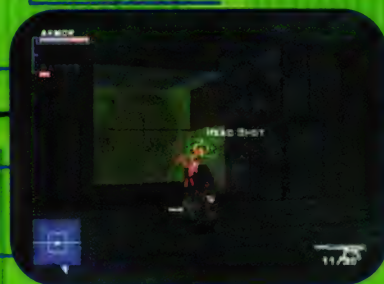
You will want to make sure that you climb down these crates so that you are in the southeast corner of the room below when you reach the bottom – protected by the crates.

SHOT: 033



You will find another Agency goon up around the corner, and he wants to play a game of cat-and-mouse around a small section of wall.

SHOT: 034



Hide behind the wall, then peek out when you get a chance and rip off a volley of HK-5 Machine Pistol fire, right at his head.

SHOT: 035



Head down the corridor. Around the corner, you will find the same type of situation – a guy packing heat. Peek out and splatter.

SHOT: 036



Now, continue down the corridor and you will reach another Checkpoint. This next area is a little tricky.

SHOT: 037



When you arrive at the end of this corridor, you will find a GI with his back to you.

SHOT: 038



Get your Hand Taser out and take care of him.

SHOT: 039



Then, turn and walk around the corner to the left, where you will find a second guard with his back to you. Crouch-walk up to him and apply Hand Taser.

SHOT: 040



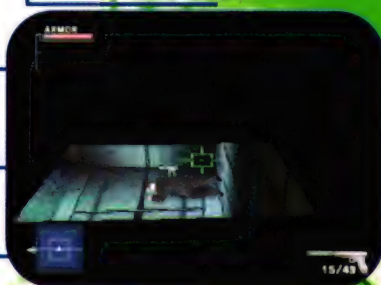
Once the two guards have gone night-night, plant the decoy on the short wall to the right. You have reached another Checkpoint.

SHOT: 041



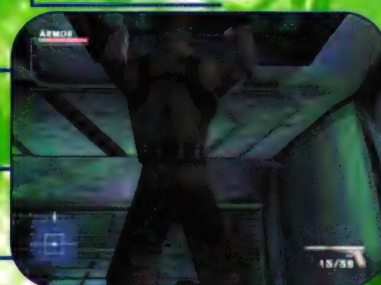
Shoot out the HVAC grille, crawl through the ducts and shoot your way through the grille at the other end.

SHOT: 042



Don't drop out of the duct. Instead, use manual targeting and drop a grenade into the room below. You will kill two goons that would have ambushed you otherwise.

SHOT: 043



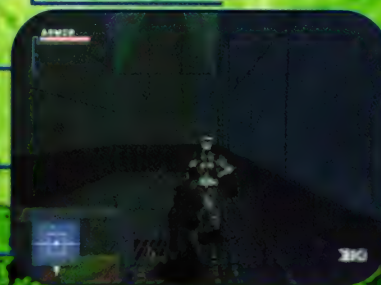
After dispatching of them, drop down to the floor then head toward the ceiling HVAC grille on the other side of the room. You will receive a Checkpoint as you head toward it – climb into the duct from the north side of the grille.

SHOT: 044



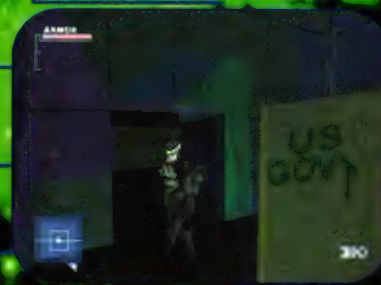
As you crawl through these ducts, you will come to two openings on the right-hand side of the duct. If you stop to look through them, a grenade will find its mark and you will die.

SHOT: 045



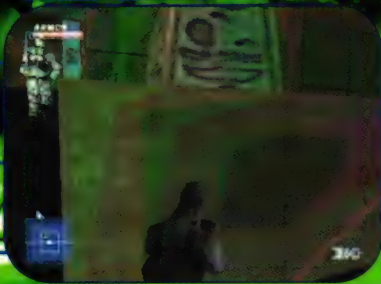
Drop to the floor below when you get to the opening at the end of the ducting. Equip the Hand Taser. Just ahead and below, you will find a couple of GIs that you can put to sleep.

SHOT: 046



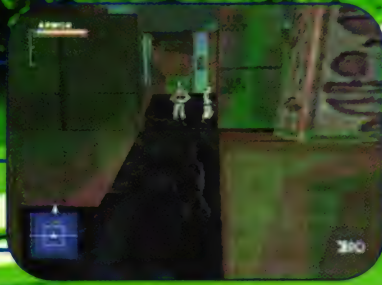
After you have taken care of the second GI on the floor below, head into the next room. You will receive another Checkpoint.

SHOT: 047



Here, you will find two GIs patrolling the area. Don't let them spot you! Wait for the guy on the left to head toward the north wall, then follow him.

SHOT: 048



Be careful not to expose yourself to the other guard, patrolling in a path perpendicular to that of the GI that you are following. Wait for him to move back to the right, then continue to follow the first GI.

SHOT: 049



You will follow him to a small alcove with a number of crates and an opening to the HVAC ducts high on the east wall. Freedom! Wait for the guard to move away, then climb inside.

SHOT: 050



Near the end of the ducting, you will use your Nightvision Goggles one last time and drop to the floor below.

SHOT: 051



This area is teeming with GIs, so keep those guns holstered. Pull out the Hand Taser and take care of them under the cover of darkness. Don't worry about the guys on the right, simply sneak up on the one that has his back turned to you on the left, then apply Taser and sneak past him.

SHOT: 052



In the next room, *Syphon Filter* players will find themselves in another familiar arena, and reach another Checkpoint.

SHOT: 053



Climb up on the lowest block on the right side of the "Stonehenge" structure, near the middle of the room, then up to the structure itself. At this point, three more enemies will come after you.

SHOT: 054



You are going to have to run and jump around the top of the structure, starting to the left. All of the bad guys have Nightvision goggles on now, so you have to make it fast.

SHOT: 055



After your fourth jump, look for the HVAC grille on the east wall, shoot it out, then jump to the opening. Pull yourself up into the duct to complete the mission.

MISSION 10

PHARCOM EXPO CENTER, NY: ANCIENT CHINA EXHIBIT
09/09 21:45
OPERATIVE: GABE LOGAN



BRIEFING:

DILLON MORGAN HAS RETRIEVED THE ENCRYPTION DISC, AND IS NOW PLANTING EXPLOSIVE DEVICES THROUGHOUT THE ANCIENT CHINA EXHIBIT. WHEN THOSE EXPLOSIVES ARE DETONATED, THE ENTIRE BUILDING WILL COLLAPSE, COVERING THE AGENCY'S TRACKS.

YOU MUST FIND A WAY TO DISARM THE EXPLOSIVES AND GET THE DISCS FROM MORGAN. HOWEVER, MORGAN IS CARRYING A DEAD-MAN SWITCH. IF HE DROPS IT, ANY PRIMED BOMBS WILL DETONATE INSTANTLY. DO NOT KILL HIM UNTIL ALL BOMBS ARE DISABLED.

MISSION OBJECTIVES:

1 STOP MORGAN BEFORE HE DESTROYS THE MUSEUM

MISSION PARAMETERS:

— PROTECT TERESA

SHOT: 001



It looks like Teresa Lipan is here to lend her expertise. She's going to take the lead on this one. Drop down from the ceiling and head across the main hall and up the stairs. Teresa chimes in with a heads-up. We have a bomb to find in less than a minute.

SHOT: 002



Finish heading up the stairs and into the hallway. Morgan has sent in a goon to take care of Teresa. Stop him before he can get by you.

SHOT: 003



Follow the crate-lined hallway around to the right and you'll run into Morgan and the bomb. He gets away, but Teresa comes running with a posse of agents on her tail. Kill the one from beyond the gate first, then the two who come around the corner. A third comes from the same place a few seconds later.

SHOT: 004



She takes care of business and then heads back out the way you came in. Follow her back into the main hall.

SHOT: 005



Teresa will open the gate to the left. Follow her in and around into the hallway on the right.

SHOT: 006



Be ready, there's an agent waiting behind this crate on the left!

SHOT: 007



Another bomb dead ahead. As soon as you get to Teresa, quickly stop and face down the hallway you just came from. Use your manual target and prepare for two agents to come at you. The second one is wearing a Flak Jacket.

SHOT: 008



Now, just as quickly, turn to the left and kill the next two agents. The fourth one will come running at you and will kill you quickly if you don't take him down first. Collect the goodies left behind as fast as possible.

SHOT: 009



Teresa goes running off to pin Morgan and we get a Checkpoint. Follow her into the next area and he just manages to elude the two of you before you can get him.

SHOT: 010



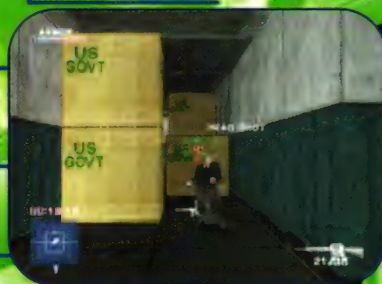
Another bomb gets primed. Follow Teresa (killing the agent along the way) back into the main hall for round three.

SHOT: 011



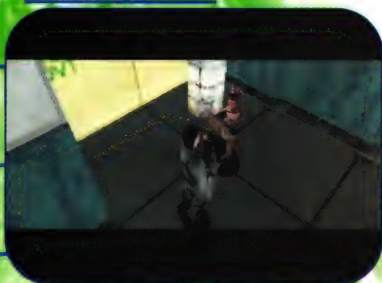
Follow Teresa into the next corridor and you'll find another agent looking to gun her down. Auto-target him, then head into the hallway on the left after her and the waiting bomb.

SHOT: 012



This time, it's just one Flak Jacket-wearing agent from the hallway to the left. Be ready for him with your manual target when he comes barreling down the hall.

SHOT: 013



Teresa says she needs some time to diffuse this last bomb. If we don't reach Morgan pronto, the whole place is going to blow. Do NOT go down the hallway where the agent appeared, it's a dead end.

SHOT: 014



Instead, quickly head back down the hallway you came from and into the main hall and you'll find Morgan waiting for you.

SHOT: 015



Here's the scoop: We have to stall Morgan for approximately 1 minute and 14 seconds. We can't kill him yet, because if he dies he will automatically trigger the bombs. Instead, head into the hall and make a run for this crate.

SHOT: 016



It seems Morgan has one of those handy M-79 Grenade Launchers. As long as you're protected behind the crates scattered around the hall, you should be safe from the blasts.

SHOT: 017



Do what you can to keep Morgan in front of you while keeping an obstruction in between the two of you at all times. He most likely will run in a counter clockwise circle around the exhibit.

SHOT: 018



Watch your radar and patiently run and roll from crate to crate as he makes his way around the room and exhibit.

SHOT: 019



Eventually, the timer runs down and you can now take this slimy agent out. It's not going to be easy, but at least you're given a Checkpoint.

SHOT: 020



Quickly equip your Sniper Rifle and locate Morgan on your radar. He should be hesitating behind a column across the room. Zoom in, wait for him to move out, and take a shot at his head (he's wearing a Flak Jacket).

SHOT: 021



If you miss (which is most likely — he's fast) he will go into a crouch-walk. Move your scope to the left and patiently wait for him to come around and out from cover. As soon as he shows himself, shoot for his head. Bingo!

SHOT: 022



If you miss, head for cover and try again. There isn't a 100% safe hiding place from which to shoot. Just keep heading for cover, keeping a distance between you and him, and try and shoot when you have an opportunity. Eventually you'll get him.



MISSION 11

MOSCOW, RUSSIAN REPUBLIC: CLUB 32
09/11 23:45
OPERATIVE: LIAN XING

BRIEFING:

USING PHAGAN'S ENCRYPTION CODES, YOU'VE DISCOVERED THAT YOU DIDN'T RETRIEVE ALL THE NECESSARY DATA FILES IN KAZAKHSTAN. IT'S LIKELY THAT GREGOROV'S SVR FORCES GOT THE REST AFTER YOU LEFT. YOU'VE NOW COME TO CLUB 32, A TRENDY DANCE CLUB IN DOWNTOWN MOSCOW, TO MEET WITH GREGOROV.

BEFORE YOU COULD CONTACT GREGOROV, MARA ARAMOV APPEARED AND ATTACKED. IN THE ENSUING CHAOS GREGOROV FLED. YOU MUST CATCH GREGOROV BEFORE HE ESCAPES AND CONVINCE HIM TO GIVE YOU THE REMAINING DATA FILES. HIS BODYGUARDS SEEM TO BE IN COLLUSION WITH ARAMOV AND ARE EXPENDABLE TARGETS, BUT IF THE RUSSIAN MILITIA SHOWS ON THE SCENE, AVOID ANY CONFLICT WITH THEM.

MISSION OBJECTIVES:

- ① PURSUE GREGOROV

MISSION PARAMETERS:

— DON'T KILL GREGOROV

SECRET

★ TAKE ALL THREE ENEMIES OUT BEFORE THEY CAN LOB GRENADES AND UNLOCK THE "DISCO" ARENA IN THE MULTI-PLAYER GAME



SHOT: 001



The most difficult part of this mission occurs right in the beginning. You find yourself (Lian Xing) on the mezzanine of the main dance floor, with one of Gregorov's bodyguards running around the other side.

SHOT: 002



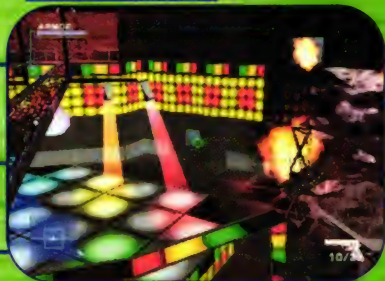
Although it is tempting to kill him... don't. While there is no perfect way of handling this situation, this is the one we have found to be most successful. Instead, turn to your left and run to the first big speaker you come to.

SHOT: 003 SECRET



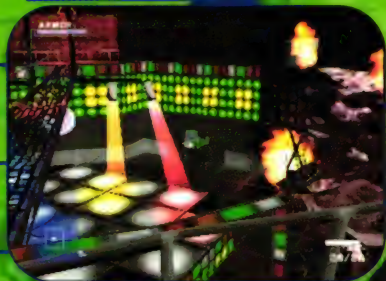
Now, turn to the right and focus your attention on the opening in the west wall below. Three guys will enter through this opening in a matter of seconds. If you can take all three out before they can lob any grenades, you will get a Secret; You will open the "Disco" arena in the multi-player game.

SHOT: 004



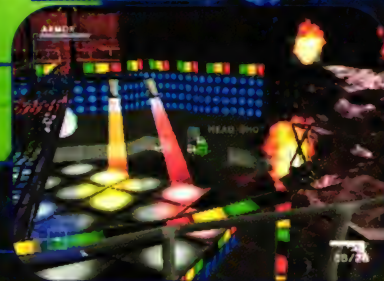
When they do show up, auto-targeting will do you no good and manual targeting isn't quick enough. All of these bodyguards are packing major heat, including Shotguns and grenades. What you need to do is set yourself in a fixed position, then aim toward a point about half-way up the opening.

SHOT: 005



Then, fire your .45 (it's all you will have as you begin the level) as many times as you can, poking your head out from the right side of the speaker.

SHOT: 006



You should be able to take out at least one of the guys (they are not wearing Flak Jackets) before they get into the room and begin to attack in earnest.

SHOT: 007



If you miss, quickly follow the guy that breaks to the right. He is the one that presents the most immediate danger.

SHOT: 008



The remaining guy may toss grenades in your direction, so you can't stay still too long. Stay behind the speaker until the first grenade is lobbed, then run away from it. Then, return to the relative safety of the speaker.

SHOT: 009



Now, quickly go into manual targeting mode and try to pick-off any of the remaining bodyguards - including the first one that shares the mezzanine level with you.

SHOT: 010



Only stay in the first-person view for a couple of seconds – any longer and you will risk a grenade up the flank. If you don't kill one of the guys right away, get out of the view, then start to run and look for tossed grenades.

SHOT: 011



Once you've cleared the room, run to the other side of the mezzanine and pick-up the BIZ-2 from the downed bodyguard. Select it as your active weapon.

SHOT: 012



Now, cross the catwalk that extends above the middle of the dance floor. As you do, another bodyguard will enter the room below and begin to fire with his Shotgun.

SHOT: 013



Immediately execute a quick turn and run back off the catwalk. Run behind the speaker and manually target your attacker and take him out.

SHOT: 014



Now you can cross the catwalk. Once you get to the other side of it (next to the speaker that you were hiding behind earlier), you will jump to a rack of disco lights, then you must drop down to the dance floor below.

SHOT: 015



You will land behind the DJ's equipment. Duck behind it and two more guys will enter the room. Hide until you are ready to pop-up and take them out with head shots.

SHOT: 016



Once the room is clear, collect all of the dropped ammo and weapons and head through the opening to the first Checkpoint.

SHOT: 017



Just after the Checkpoint, a bodyguard will appear at the opposite end of the hall with a Shotgun. He is not wearing a Flak Jacket, so stand there and give him the BIZ. As long as you're quick about it, you won't take any damage (which is good because, at this point, you probably have little health left and there are no Flak Jackets in sight).

SHOT: 018



Now, switch to the Shotgun and head around the corner. Two guys will appear at the bottom of the stairs at the end of the corridor. Crouch, peek out from the left side of the ramp opening and take them out with head shots.

SHOT: 019



Head down the stairs and around to the next corner. Peek out from the left side to spy a bad guy coming up the stairs just ahead. He is toting a Shotgun, but so are you. Take him out with a quick head shot. Still no Flak Jacket!

SHOT: 020



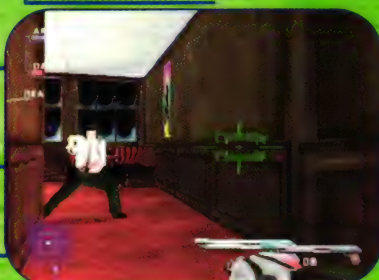
Head down the next two sets of stairs and you will come to an area with red carpet on the floors (you might also run into Gregorov as he is making his escape). Around the first corner, a bad guy will pop out of a cove, then try to duck back into it – don't give him the chance! Quickly move into the corridor and let the lead fly!

SHOT: 021



Then, quickly run into the alcove that he was trying to get to. Another guy will jump out and try to shoot you from the corner just ahead.

SHOT: 022



From the safety of the alcove, crouch and peek around the corner. One Shotgun blast will take care of him.

SHOT: 023



Around this corner is an area with some dining booths. As soon as the two guys that inhabit this area smell you, they open fire, shattering all of the windows in the room in the process. Quickly move out into the room and auto target the guy closest to you. He is the grenade thrower. Blast him with the Shotgun and keep moving...

SHOT: 024



...then duck behind one of the booths and get ready to take out the second. He is wearing a Flak Jacket – nail him with a head shot. He may squeeze off a few rounds from his BIZ-2, but he shouldn't hurt you.

SHOT: 025



After the area is clear, pick up the bootie – including that precious Flak Jacket! Head through the room, around the corner and down the stairs to the next Checkpoint.

SHOT: 026



At the next corner, near the bottom of the stairs, you will turn to the right to find a bar and its 'tender'. He will open fire; peek out and take him out with a head shot.

SHOT: 027



Then, run toward the bar and roll behind it. There is a Shotgun back here, but you have no time to grab it as there are guys at the other end of the room with you in their sights. Two of them are targeting you with head shots, and a third appears from the corner behind you that you were just hiding behind.

SHOT: 028



We need to take care of him first. Pop-up from behind the bar to blow him away with a head shot, then run out from behind the bar, toward him and the safety of the corner at the stairs, before the head shots dramatically shorten your life-span.

SHOT: 029



From this vantage point, get the head shot twins in your sights. They are hiding among the dining booths. You don't have much time here; you must quickly peek around the corner and nail the guy to the left with a head shot. The BIZ-2 and Shotgun work very well here!

SHOT: 030



Then, peek out again and take the remaining guy out with a head shot. Go back behind the bar and take the Shotgun ammo (or the Shotgun if you don't have it yet), once the area is clear.

SHOT: 031



Now that the room is bad guy-free, head through it and down the stairs on the other side. You will find an HVAC duct opening high on the wall, next to a vending machine.

SHOT: 032



It seems quiet down here and you would think that you could just climb up into the shaft... but, NO! Around the corner, there is a guy hiding in an alcove, just waiting for you to have your back turned – the coward. Head out into the corridor, facing the alcove, and blow him away with a Shotgun blast when he jumps out.

SHOT: 033



Climb up into the duct and head through it until it ends. You will come to a room with two bodyguards speaking in Russian. They are both carrying grenades, so you need to quickly take care of both of them with head shots, then drop out of the duct.

SHOT: 034



Now, head forward and down the stairs and you will be given a cut scene. The Russian Militia has shown up and they quickly take care of the two bodyguards firing on them.

SHOT: 035



Once the bodyguards have passed to the other side, head toward the counter with the cash register resting on top of it, just ahead. The Militia may fire on you, but just keep running and you should be OK.

SHOT: 036



Behind the counter is another bodyguard. Sadly, he is not wearing a Flak Jacket and he will die quickly.

SHOT: 037



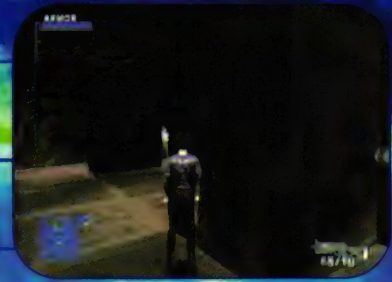
Once you've disposed of him, turn to find a switch on the counter wall. Throw it to reveal a secret door on the west wall. Head through the door to the corridor below and the next Checkpoint.

SHOT: 038



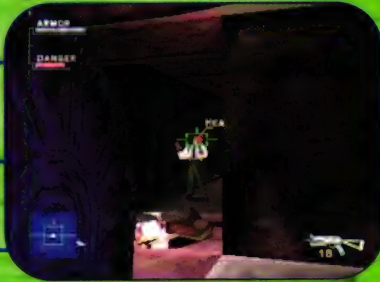
You will come to three more bodyguards talking around the corner. Peek out and take care of the one on the right (he is the only one wearing a Flak Jacket). The other two will run off.

SHOT: 039



They don't go far. Around the next corner, near the furnaces, you will find one of them.

SHOT: 040



The third is standing in the next corridor.

SHOT: 041



Once you've taken care of them, two more bodyguards will appear in the corridor. Peek out from either corner and take care of both of them with head shots.

SHOT: 042



Around the next corner, two more bodyguards will appear — one next to a furnace and the other from a stairwell lit by a green light. Peek around the corners and take them out with head shots.

SHOT: 043



Down the stairs, you will find a bad guy chucking grenades. Head into the area, turn to the left, and hide in the corner. Peek out and target him with a head shot.

SHOT: 044



Now, head down the green stairs. In the next area, you will come to a "T" intersection in the corridor. If you head to the right, you will find some grenades bathed in a green light.

SHOT: 045



Now, turn and head toward the steel crates and around to the double doors at the end of the corridor. At the corner, peek out and terminate the two goons with head shots. Head through the doors at the end of the corridor, just after you reach the next Checkpoint.

SHOT: 046



You will come to what looks to be another dance floor with a mezzanine above. Quickly head toward the large speaker on the left and a bodyguard will appear from behind it. Auto-target him and take him out with a Shotgun blast or BIZ-2 fire, then hide behind the speaker.

SHOT: 047



A second bodyguard will attack from behind the speaker across the room. Run toward him, auto-target and bring him down.

SHOT: 048



Now, a third bodyguard will appear on the mezzanine above and will run around. He will also throw grenades. Let him throw the first one...

SHOT: 049



...then move out into the open, face him, and take him out with a head shot. He will probably throw one more grenade in your direction before he dies, so make sure you are running and rolling as you get out of the first-person view.

SHOT: 050



With the room clear, climb up onto one of the speakers, then to the mezzanine above.

SHOT: 051



Enter the control room in this area, and a bodyguard will jump out from the corridor at the end of it. He has no protection, so he is vulnerable to the discharge from your weapon.

SHOT: 052



After disposing of him, head through the corridor and down the stairs. Two bodyguards will kill a Militia member...

SHOT: 053



...then the two bodyguards will be done in by two Militia at the next intersection.

SHOT: 054



While all of this is interesting, it need not involve you. See the opening to the tiled cove just across the way and to the right?

SHOT: 055



Run and roll your way through this without having to take-on the Militia.

SHOT: 056



You will find yourself in a bathroom – the last area in this mission.

SHOT: 057

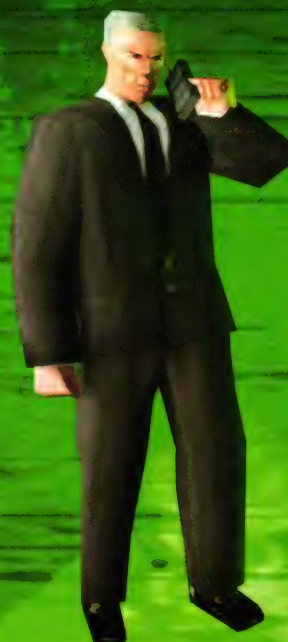


But, before you shoot the glass out of the window above the lockers and complete the Mission, you might want to check out the last stall on your left – there is a bodyguard lurking here.

SHOT: 058

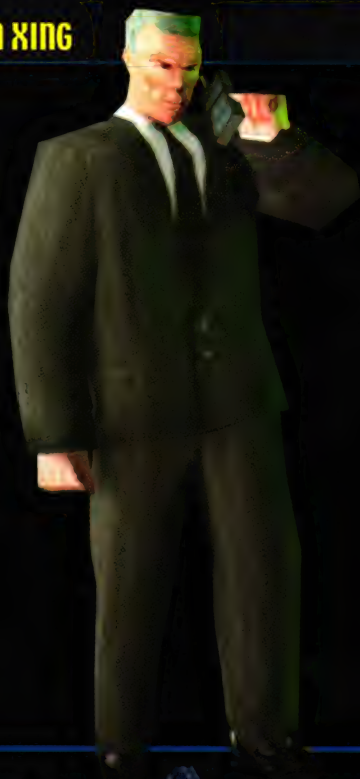


Shoot him, then take the radio call from Gabe and Teresa and shoot outside before climbing out the window. Unfortunately, you won't find Gregorov until later. But, you've survived to fire-fight another day!



MISSION 12

MOSCOW, RUSSIAN REPUBLIC: INDUSTRIAL DISTRICT
09/12 00:15
OPERATIVE: LIAN XING



BRIEFING:

GREGOROV HAS FLED THROUGH THE STREETS OF MOSCOW, RUNNING FROM THE MILITIA, HIS OWN BODYGUARDS, AND YOU. YOU MUST CATCH HIM BEFORE HE ESCAPES. YOU'LL NEED TO GET CLOSE AND USE YOUR TASER TO INCAPACITATE HIM... HE'S NO GOOD TO YOU DEAD.

NOTE: GABE AND TERESA HAVE ALSO COME UNDER FIRE AND CAN'T LEND ASSISTANCE, SO YOU WON'T HAVE ANY BACKUP ON THIS OPERATION.

MISSION OBJECTIVES:

- ❶ PURSUE GREGOROV
- ❷ FIND TEARGAS GUN

MISSION PARAMETERS:

- DON'T KILL MOSCOW MILITIA
- DON'T KILL GREGOROV

SECRET



FIND THE PK-102 TO OPEN RHOMER'S BUNKER IN THE 2-PLAYER GAME

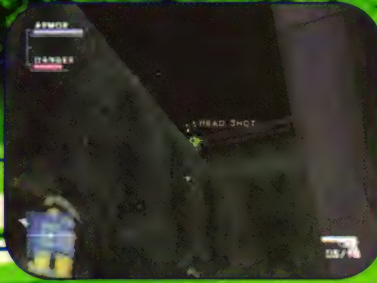


SHOT: 001



It looks like we're on our own. Gabe and Teresa have their own issues to deal with right now, so stay alert, there's a lot of shooting going on. As Gregorov runs by, follow him down the alley to the right.

SHOT: 002



As soon as you see the two Russian Militia men shooting at the goon on top of the building, quickly stop and manually target him. He's tossing grenades down below and, if given the chance, his second one will send you flying.

SHOT: 003



Collect the PK-102 ammo from the two fallen Militia and move just a bit forward down the street. Two men will come rushing at you – one from the alcove on the right and another from the tunnel beyond. Take them out quickly.

SHOT: 004



Move just a bit forward and prepare for two more goons from just the other side of the tunnel columns where the red light is shining above. Use the PK-102 and aim for their heads.

SHOT: 005



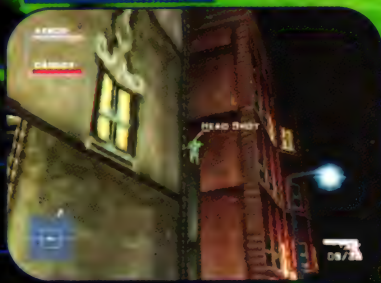
Just ahead, you'll see Gregorov. Remember, we can't kill him. Edge forward and he runs, leaving a Shotgun-toting guard in his place. Stop and shoot before he shoots you.

SHOT: 006



Out in the main street, Lian Xing will stop to give Gabe an update. Once that business has been taken care of, head to the left.

SHOT: 007



Up on the left, where the parked red car is, you'll spy the first of two snipers up above perched on a wall. Stop and use the left building wall as cover, then manually target him and aim for the head.

SHOT: 008



Creep up a little further and shoot for the next guy. He's shunned the Sniper Rifle in lieu of grenades. If you keep the building wall between you and him, the grenades won't be able to reach you. Take him out and he falls on the car below, resulting in an explosion.

SHOT: 009



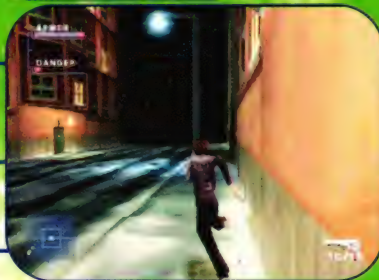
Be wary of the fire on the car and collect the two sets of Nightvision Rifles and ammo.

SHOT: 010



Continue down the street toward the neon, martini sign, and you will encounter a roadblock of Russian Militia men. Lian Xing takes a moment to contact Gabe and Teresa, then considers her options.

SHOT: 011



Since part of our Mission Parameters are not to kill the Militia, we're going to have to figure out another way to get through them – hence the new Mission Objective: find the Tear Gas Launcher. Quickly turn around and head back down the street before you're shot.

SHOT: 012



Equip your Hand Taser and head back the way you came. Keep heading down the main street, past the bus stop and the intersection where the tunnel is, and then the Russian grocery store on the right.

SHOT: 013



Eventually, you'll encounter two Russian Militia men shooting it out with a guard who has barricaded himself inside the discotheque. Sneak up to the first of the two Militia, by the trunk of the police car, and shoot him with your Taser.

SHOT: 014



Collect his ammo and repeat the process with Militia man number two. If you want to be real thorough, manual target the goon inside and shoot him in the head.

SHOT: 015



Now that the coast is clear, secure the Tear Gas Launcher, which is sitting inside the first police car. Just walk up to the door and hit Δ to receive it.

SHOT: 016



Now that we have what we're looking for, head back down the main street toward that human road block. Just before the bus stop, two guards will come at you. Don't worry about them, an errant police car comes barreling out of the intersection and collides with them and another car. Cool!

SHOT: 017



Make sure you equip the Tear Gas Launcher and keep heading down the street. When you get close enough and have a clear shot, use the auto target and start sending Tear Gas Canisters their way.

SHOT: 018



Be methodical. Shoot one canister then wait for it to connect. Then, hit Δ again to auto-target the next man. There are a total of five Militia at the corner, including one on the roof. You should be able to get all of them with a total of four shots.

SHOT: 019



Collect the ammo from the fallen men then head down the street. Gregorov is dead ahead, but he's got a head on your head. Don't even try and get him with your Taser. Instead, execute a roll into this alcove to put an object between you and his bullets.

SHOT: 020



As soon as he takes off again, follow him around to the corner to the right. As you head down the alley, a short cut scene will show you that a car is gunning for you from behind. Don't hesitate and execute a roll into the safety of the alcove on the right. Phew, that was close!

SHOT: 021



The car slams into the alley wall ahead and you get a Checkpoint, but there's no time to rest. Wait for the fire to go out on top of the car and then climb on up it.

SHOT: 022



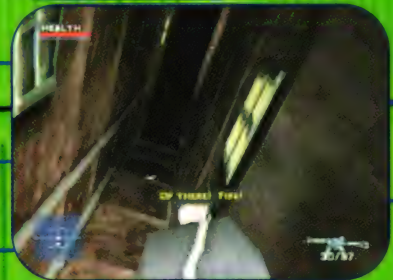
From here, on the hood of the car, hit Δ to jump up and grab the alley wall. Pull Lian Xing up and take the path around to the left (ignore the fire escape behind you, there's nothing there.)

SHOT: 023



Follow the path between the buildings up and around. As you round the corner to the left, you'll spy Gregorov leaping a gap between the buildings. Follow him.

SHOT: 024



On the other side, make sure you have a gun equipped (the PK-102 will do just fine) and get ready for another leap. This gap is quite a bit larger, so you should align yourself in the middle, back up against the building wall, before you take a nice running jump.

SHOT: 025



Lian Xing barely makes the jump and, to top it off, she's shot at from below. Don't waste any time and pull her up. As soon as she's got her feet on the ground, move just a bit forward and take aim at the goon across the way. He's got a head on you.

SHOT: 026



Now that he's taken care of, slide down to the roof below then jump down into the alley. From here, you can only go to the left (the other way is a dead end). Collect the fallen guard's ammo, equip your Nightvision Rifle and start moving forward.

SHOT: 027



Keep an eye on that rail running across the low roofs of the alley ahead. As you approach it, two cars come barreling down the alley toward you.

SHOT: 028



As soon as you reach the rail and are under it, hit **▲** and jump up and grab it, allowing the two cars to harmlessly pass by underneath you.

SHOT: 029



Now, quickly drop down, execute a quick turn-around and zoom in with your Nightvision Rifle by holding down **□** in conjunction with **▲**.

SHOT: 030



Two Flak Jacket-wearing goons will come out of the cars. Quickly aim and shoot the one on the right first. He has an M-79 Grenade Launcher and will kill you instantly if he gets off a shot. The other man on the left can be taken out a little more slowly - he's shooting a .45.

SHOT: 031 SECRET



Head over and collect their goods. If you check the first car on the right, you'll find a PK-102 - and a secret! You just opened Rhoemer's Bunker arena.

SHOT: 032



Head over and collect their goods, then start back down the alley. Down toward the end you'll encounter Gregorov yet again. He will get you in his sights once more. Like before, quickly roll into the safety of the alcove on the right. Don't dawdle or you'll be on the receiving end of a life-taking bullet to the head.

SHOT: 033



When the coast is clear, head out, around the corner to the left and onto the main street. Equip your .45 before you do so and get ready to do some serious manual shooting.

SHOT: 034



As soon as you're out on the main street, manually aim up and to the left. On top of the first building is a grenade-shooting guard who is shooting at the running Militia. You can aim for basically any part of his body, as all it takes is one hit to make him disappear. If you're too slow though, you'll be caught up in one of his grenade blasts.

SHOT: 035



Stay on the left sidewalk and continue down the street. There will be a total of two more grenade men on the roofs above. Watch your radar and, as soon as the next enemy appears (right as you get to the streetlight), aim up and gun for him. You should be relatively safe if you're on the sidewalk.

SHOT: 036



Before moving on, equip your M-79 Grenade Launcher and head out into the middle of the street. Once again, start moving down the street, watching your radar. As soon as the next shooter appears, hit the auto target button and shoot him with your own grenade. Bye bye.

SHOT: 037



Now to deal with Gregorov. Head over to the right side of the street and run toward the safety of this lamppost.

SHOT: 038



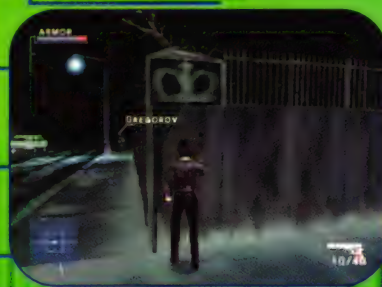
You should see Gregorov dead ahead and, if you stray out of the safety of the lamppost, he will get a bead on your head.

SHOT: 039



The first step is to wait a second and see if he takes off running (which, is what he typically does). If he decides to stay put, you're going to have to get closer to him. Take a quick breath and then start running diagonally left to the safety of the red car. Execute a roll or two to keep his aim off.

SHOT: 040



By now, he should have taken off down the next street, so head back across and stop behind the wall at the right-hand corner. You should see Gregorov off in the distance.

SHOT: 041



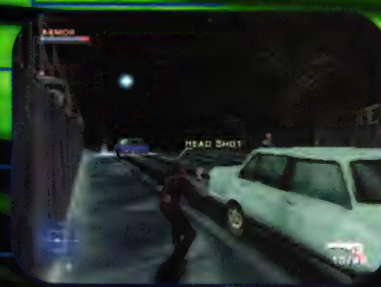
See that streetlight dead ahead? That's our next destination. Take a running dash (with a few rolls for good measure) toward the lamppost and stop when you get there and are positioned so Gregorov can't aim at you.

SHOT: 042



Apparently, he's feeling a bit braver because he's standing his ground. You're going to have to get a bit closer. This time, make a dash for the car diagonally across the street to the left. Make sure you are crouched when you get to the other side of the car.

SHOT: 043



As soon as you get there, stay crouched and walk toward the end of the car. This will force Gregorov to start running once again, but will also put you in a vulnerable position.

SHOT: 044



To make matters worse, a couple more shots to the car and it will explode, taking you with it. Before any of this happens, execute a quick turn around and head back down the street as soon as he takes off again. Stay back and let him blow up the car if he wants.

SHOT: 045



Next, run forward once again (stay on the left side of the street) and head for the safety of the dark blue car.

SHOT: 046



Again, he'll run down the street just a bit. Move forward a bit further to the next lamppost where you should be safe.

SHOT: 047



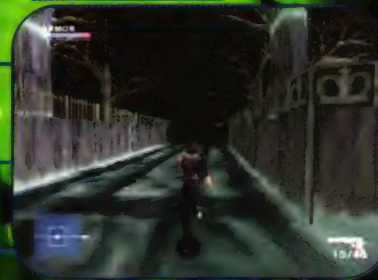
Wait a few seconds for some cross traffic to appear and then head for the next red car. This time Gregorov will disappear off the radar.

SHOT: 048



As soon as he's gone, you can safely run down the sidewalk and the rest of the street without worrying about taking a bullet. Stop when you get to the park entrance across the street.

SHOT: 049



Again, wait for the cross traffic to pass by and, as soon as the two cars do so, make a dash across the street, into the park entrance and the finish of the level.

mission 13

MOSCOW, RUSSIAN REPUBLIC: VOLKOV PARK

09/12 00:30

OPERATIVE: LIAN XING

**BRIEFING:**

GREGOROV HAS LEFT THE STREETS AND ENTERED VOLKOV PARK. HE HOPES TO LOSE YOU IN THE FOG AND DARKNESS, BUT KEEP AFTER HIM. IF HE ESCAPES, ANY CHANCE OF GETTING A CURE FOR SYPHON FILTER IS LOST.

MISSION OBJECTIVES:

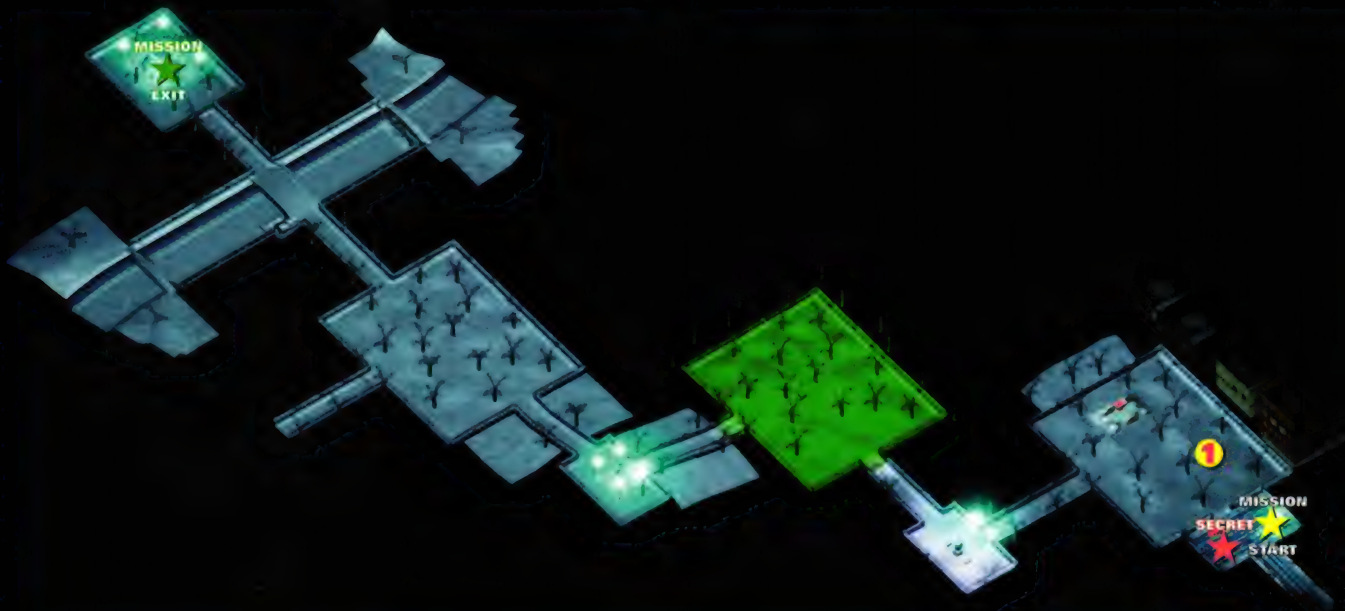
- 1 PURSUE GREGOROV

MISSION PARAMETERS:

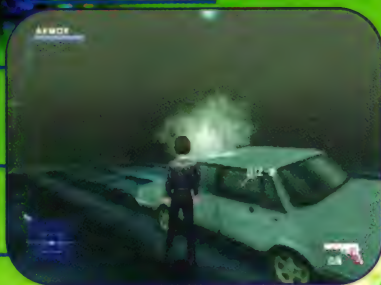
- DON'T KILL GREGOROV
- DON'T LOSE GREGOROV

SECRET

FIND THE BIZ-2 TO UNLOCK THE "SURREAL" ARENA IN 2-PLAYER MODE.



SHOT: 001 SECRET



Two bodyguards will appear in the opening directly in front of you. If you give them a chance, they will fire on the cars around you and take you out with them. Don't give them that chance; Pick them both off with head shots, then turn to the first car on the right and search it. You will find a BIZ-2 and will unlock the "Surreal" arena in the multi-player game.

SHOT: 002



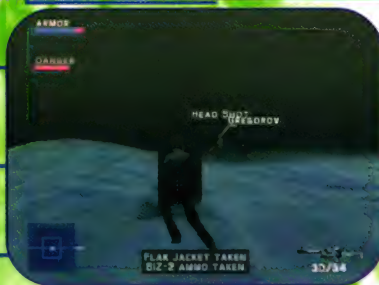
If you choose not to go for the secret, we have a less risky attack method for you. Run along the fence and hide at the corner of the opening from which the two guys are firing at you.

SHOT: 003



Take the one on the right out by peeking around the corner and firing a head shot in his direction. After he is toast, peek out and take care of the close one. They both are wearing Flak Jackets that you will need once they are dead.

SHOT: 004



Now, you will be chasing Gregorov (remember; don't shoot him!) through a snowy, open field dotted with trees. Use the trees as protection from his head shots as you work your way forward. If you stay out in the open for more than a couple of seconds, you're dead.

SHOT: 005



After a couple of trees, you will reach Gregorov perched high atop a concrete structure with a fire burning on its roof. Continue to use the trees as protection and work your way around the right side (you will reach the first Checkpoint), to the back of the building.

SHOT: 006



Once you reach the back, Gregorov will take off to the south. Follow him.

SHOT: 007



As you head through this opening, four bad guys will attack. Equip the BIZ-2, hold your ground and take them all out with head shots.

SHOT: 008



After taking care of them, another guy will come running toward you. Take him out, then deal with the two bodyguards lurking next to the big head statue. The one on the right is tossing grenades, so take care of him first.

SHOT: 009



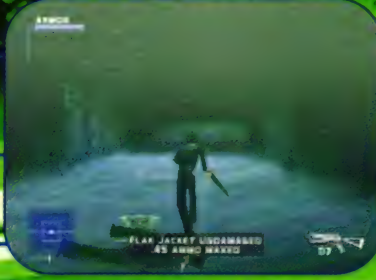
In the big head statue area, you will head west through the opening in the fence, to the next area.

SHOT: 010



After a few steps into this new area, you will put on the Nightvision Goggles. Head to the south, taking out the five bodyguards that you cross paths with in the dark. Head shots will take care of these Flak Jacket-wearing baddies.

SHOT: 011



Now, head through the opening in the south fence and cross the bridge. You will receive your next Checkpoint as you go.

SHOT: 012



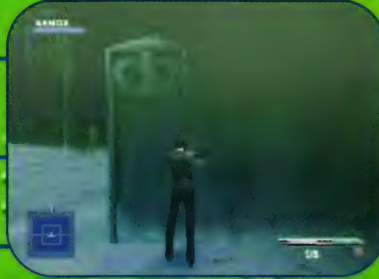
In the next open area, marked by a statue of a huge fist clutching a hammer (ahh... those fun-loving, whacky commies), Gregorov will fire at you from the east, shattering the overhead street lamps in the process.

SHOT: 013



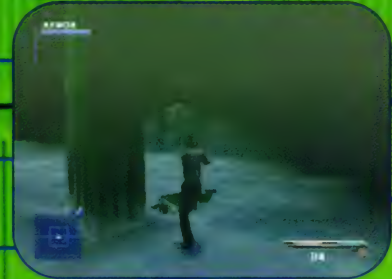
Under the cloak of darkness, follow him to the east, through the opening in the fence.

SHOT: 014



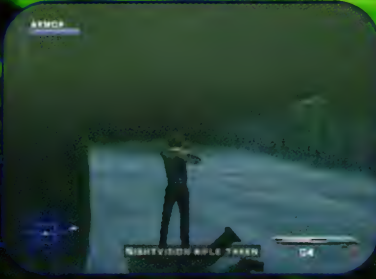
Take off the Nightvision Goggles. Head to the end of the path. At the intersection, peek out from the fence on your right and pick-off the guy standing next to the tree.

SHOT: 015



Run up to the downed baddie, pick up his Nightvision Rifle and equip it.

SHOT: 016



In this area, you are going to find four Nightvision Rifle-equipped bad guys patrolling. You have one shot at each of them. If you miss, they will find you and kill you instantly. Begin by following the fence line to the right of the guy that you just snagged the Nightvision Rifle from.

SHOT: 017



Watch your radar. The first blip that will appear is a guy off to the left. Don't worry about him for now. Follow the fence until a second blip appears straight ahead.

SHOT: 018



Stop, go into manual targeting mode and zoom in and pick-off this stationary target.

SHOT: 019



Now, turn to the left and pick-off the first guy that you saw on your radar. By shooting him from this location, you get him walking toward and away from you, instead of side-to-side – making for a much easier shot.

SHOT: 020



Collect the Nightvision Rifle ammo and Flak Jackets that were dropped by these two, if you so desire. Then, head west until the next two blips appear on the radar. The one to the left is stationary and the one to the right is moving side-to-side, requiring your best shot.

SHOT: 021



Now, run toward their dead bodies and head through the opening in the fence on the west side of this area.

SHOT: 022



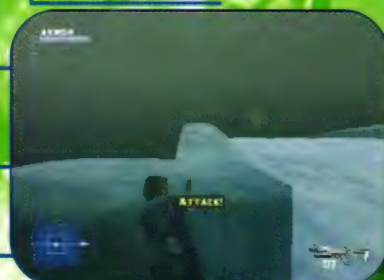
You will run down the path for a bit and come to an arched, concrete bridge, and the next Checkpoint.

SHOT: 023



If you try to cross this bridge, a series of bodyguards will come running toward you – each wearing a Flak Jacket and carrying a high-powered weapon – you don't want any part of that. Instead, find the small path on the left side of the bridge, just as you approach it.

SHOT: 024



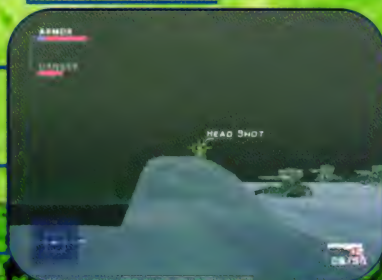
Run down this ramp to take cover from the bad guys. Amazingly enough, they will actually leave you alone – for the moment.

SHOT: 025



This area seems to be a frozen-over river, with no items to be found. Since there's nothing to look for, why don't we kill us some bad guys? Hide behind the concrete block on the ramp, then quickly pop-up and nail the first guy with a head shot, then the guy behind him.

SHOT: 026



Two more guys will attack. They're both wearing Flak Jackets and will require head shots.

SHOT: 027



Once the area is clear, cross the bridge, picking up their dropped goods, and the Mission is complete – short, but satisfying!

mission 14

MOSCOW, RUSSIAN REPUBLIC: GREGOROV
09/12 00:45
OPERATIVE: LIAN XING

BRIEFING:

GREGOROV HAS STOPPED RUNNING, AND HAS TURNED TO FIGHT. YOU HAVE TO INCAPACITATE HIM WITH YOUR TASER, BUT HE'S ARMED AND READY TO KILL, SO BE CAUTIOUS. YOU MAY NEED TO CREATE A DISTRACTION TO GET THE UPPER HAND.

MISSION OBJECTIVES:

① CAPTURE GREGOROV ALIVE

MISSION PARAMETERS:

— DO NOT KILL GREGOROV



SHOT: 001



You're still on your own so stay frosty. Since we can't kill Gregorov, we're going to have to find a way to temporarily distract him in order to get close enough to zap him with the Hand Taser.

SHOT: 002



Here's the deal: If you get too close to Gregorov, he will automatically sense you and shoot you dead — that's bad. It's much better to stay far away.

SHOT: 003



Stay back for a bit and let Gregorov head around the other side of the statue. When he's off in the distance and obscured by the statue, equip your .45, head for the safety of a tree and aim for the light of the left lamppost.

SHOT: 004



As soon as you shoot out the light, Gregorov will take notice and target you. Roll and get out of his range, using the statue as cover from his bullets. As soon as you feel somewhat safe, shoot out the right lamp.

SHOT: 005



Now that the two lights are out on one side, we're going to have to take out the other two. Repeat the process, only stopping to shoot the lamps when you feel it's absolutely safe. Use the statue for cover as much as possible.

SHOT: 006



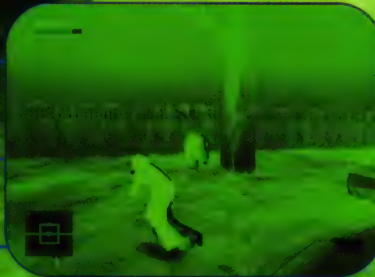
When the fourth and final lamp has been shot out, Lian Xing will automatically equip her Nightvision Goggles. Fortunately for you, Gregorov forgot to pack his when he left the house this morning and can barely see anything through the darkness... unless it's directly in front of him.

SHOT: 008



Eventually he will stop and kneel for a moment to get his bearings. This is your opportunity to get behind and zap him before he recovers. No sweat for a pro such as yourself. Mission accomplished!

SHOT: 007



Make sure you equip your Hand Taser then locate Gregorov on your radar. Stealthily approach him from behind, but be careful, as he changes his direction constantly and can turn on you at the last second.

MISSION 15

SIBERIA, RUSSIAN REPUBLIC: ALJIR PRISON BREAK-IN

09/12 23:00

OPERATIVE: LIAN XING



BRIEFING:

IT'S BEEN REVEALED THAT THE MAN YOU THOUGHT WAS GREGOROV WAS ACTUALLY AN AGENCY PLANT WHO WAS TRYING TO FIND PHAGAN'S MISSING DATA FILES. THE REAL GREGOROV IS BEING HELD IN SECRET AT ALJIR, A SECLUDED GULAG IN SIBERIA USED FOR HOUSING POLITICAL PRISONERS, MOSTLY WOMEN. ONLY GREGOROV KNOWS THE LOCATION OF THE FINAL DATA DISCS.

GREGOROV HAS BEEN SCHEDULED FOR EXECUTION TONIGHT IN ONE HOUR. YOU WILL BREAK INTO THE PRISON, SHUT DOWN THE POWER BEFORE THE EXECUTION, AND ESCAPE WITH GREGOROV IN TOW. NOTE: MOST OF THE INMATES AT ALJIR ARE POLITICAL PRISONERS. HELP THEM IF YOU CAN, BUT REMAIN FOCUSED ON THE MISSION.

MISSION OBJECTIVES:

- ① SHUT OFF PRISON POWER
- ② RESCUE GREGOROV
- ③ PROTECT PRISONER
- ④ PROTECT 2ND PRISONER

MISSION PARAMETERS:

- AVOID DETECTION
- DO NOT KILL ANY PRISONERS

SECRET

- ★ COMPLETE MISSION WITHOUT USING CROSSBOW TO UNLOCK "PRISON" ARENA

SHOT: 001



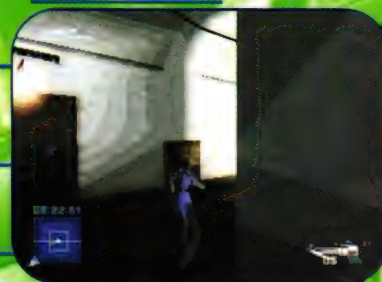
This Mission is completely stealth-based. The guards at this prison can not even smell you, or you've blown it. There is a lot of trial-and-error in this Mission, but that's what we're here for - to make your journey just a little bit easier. You are on a timer, so you don't want to dally. Head straight ahead and around the corner and you will come to an intersection.

SHOT: 002



At the intersection, you will hear two guards speaking about an execution. As soon as you hear their voices, retreat back down the hall a little to remain undetected.

SHOT: 003



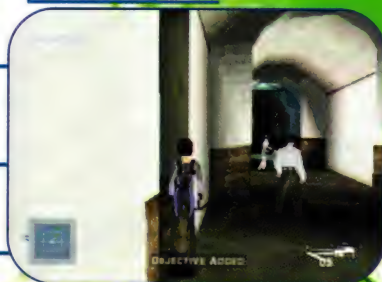
Once the male guard starts to talk, crouch-walk around the right corner.

SHOT: 004



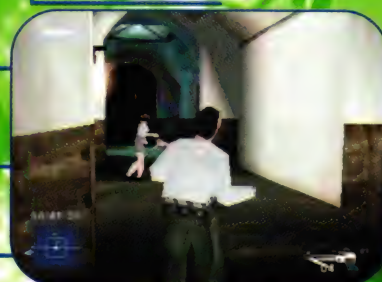
Then, head south down the corridor and enter the small room with the blue-striped wall on the right.

SHOT: 005



Go into this room and follow the corridor up around the corner. At the intersection just ahead, you will hear a prisoner being beaten. Peek around the corner to get a good look at what's going on. You will be given another Objective.

SHOT: 006



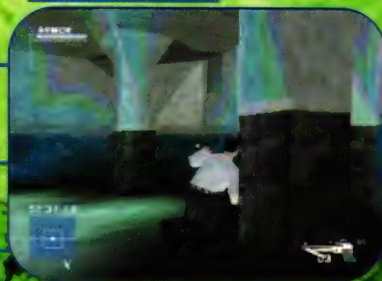
You will find a male guard with his back turned to you. Pull out the Crossbow and put him to sleep (make sure you don't kill him with a head shot).

SHOT: 007



Now, turn around and head back the way you came, exiting the room and returning to the corridor.

SHOT: 008



Take a right at the corridor and sneak up on the male guard that is watching the female guard beat the crud out of a prisoner.

SHOT: 009



His name is Pavil and he needs to take a nap. Hit him with the Crossbow. Then, when the female guard sees that he has passed out, she will stop a-whompin' and a-stompin' on the prisoner and come to his aid. Hit her, too. You will have reached the first Checkpoint.

SHOT: 010



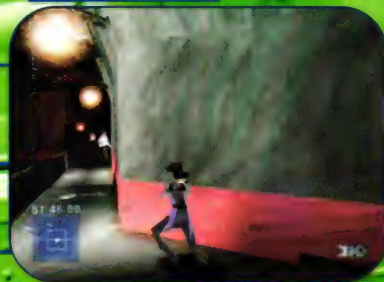
Now, head east down the corridor until you come to an opening on your left. Hide on the left side of it and wait for the guard to come into the corridor.

SHOT: 011



He will walk out into the corridor. As soon as he appears in the opening, apply the Hand Taser.

SHOT: 012



Head into the opening and down the path through cell block 1. Stop at the corner and peek around it.

SHOT: 013



You will find two guards patrolling just ahead. Don't worry about the one that is farther away. Concentrate on the guy that is closer. As soon as he turns his back and begins to walk away, run to the next corner.

SHOT: 014



As soon as you reach the corner, crouch-walk up behind him and use the Hand Taser. Once he succumbs, go ahead to the next corner, then crouch-walk to the one after that and stop – you will be in cell block 5.

SHOT: 015



You will also be party to a conversation that four guards are having up ahead. They will talk, then two of the guards will leave.

SHOT: 016



The two remaining guards will talk amongst themselves. Make sure that you crouch against the wall at the corner, waiting to make your move.

SHOT: 017



As soon as the guards turn away, crouch-walk to the edge of the walkway, just past the guardrail, and climb down and hang from the edge.

SHOT: 018



Once you do this, the camera will switch to a more remote angle. Simply move to the left...

SHOT: 019



...until the camera switches back, then climb back up on the walkway and head into the next area. You will be given an additional Objective.

SHOT: 020



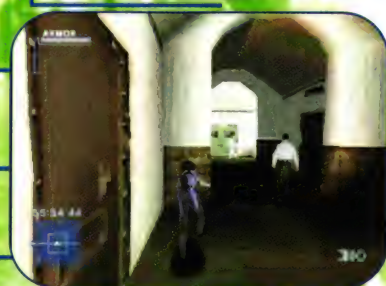
Head east to the intersection. You will find a prisoner running away from a female guard, and a male guard watching.

SHOT: 021



Continue following them, making sure that you keep a safe distance between you and the male guard that you are following (wait for him to get to the next arch before you start moving toward it).

SHOT: 022



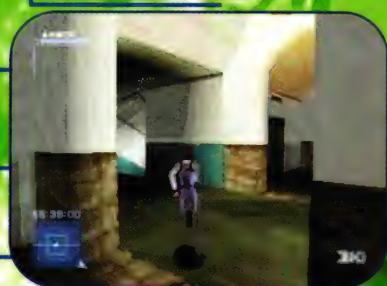
As the male guard gets closer to the action, he will stop. Crouch walk up behind him and apply the Hand Taser.

SHOT: 023



Then, do the same to the female guard that is whomping on that poor prisoner. The level's second Checkpoint will be your reward for saving her.

SHOT: 024



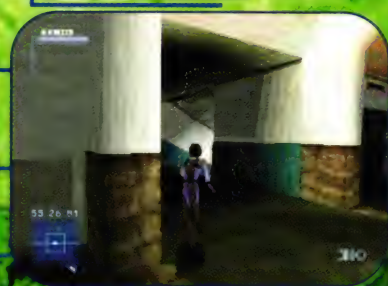
Now, turn around and head back to the west, until you come to the first intersection.

SHOT: 025



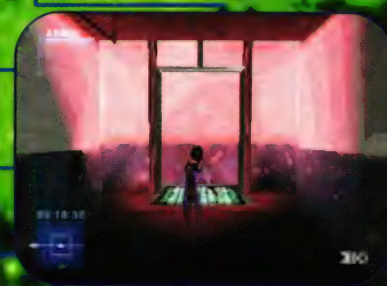
Take a left and run the few short steps to the next intersection. You will be given a cut scene and two guards will come up an elevator, then head down the ramp across from it.

SHOT: 026



Take this opportunity to make a break for the elevator - just around the next corner to the left. (Don't bother trying to make it down the ramp to the right, you will be spotted and dealt with).

SHOT: 027



Get on the elevator and hit $\blacktriangle$ to ride it down.

SHOT: 028



Once you arrive at the lower level, run straight ahead until you reach the intersection. The elevator will automatically return to the floor above.

SHOT: 029



You will see two guards heading in your direction. Quickly turn around and run back toward the elevator, then drop down into the elevator pit.

SHOT: 030



One guard will work his way toward the pit. If you hang from the east wall of the pit, you will be able to see when he changes direction and turns his back.

SHOT: 031



Quickly climb out of the pit, then crouch-walk behind him and follow him as he returns to his buddy.

SHOT: 032



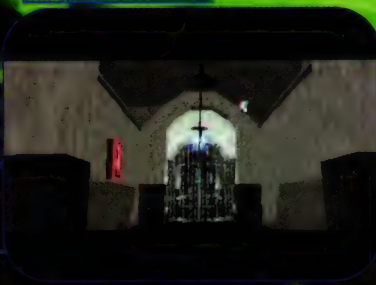
From the area where they meet up, crouch-walk to the east, avoiding them at all costs.

SHOT: 033



At the next intersection, you will find a third guard on the right with his back to you. Simply crouch-walk past him and continue heading west.

SHOT: 034



At the next corner, you will get a cut scene (and a Checkpoint) and talk to Gabe about the gated security system that you have just found.

SHOT: 035



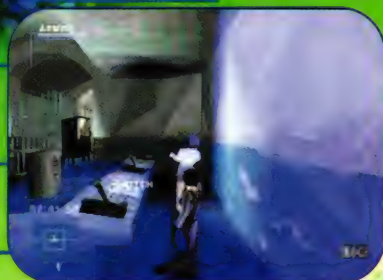
Here's how we'll get past this; The camera's red light is on when the gate is closed. When it is a blue color, it is off.

SHOT: 036



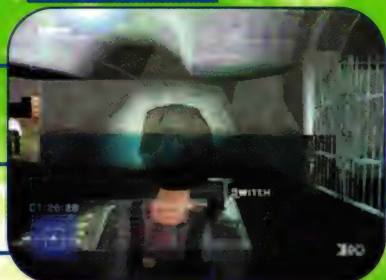
Once control is returned to you, Run to the security camera and hide below it, next to the gate.

SHOT: 037



Wait for the guard to come through the gate and pass you. Once he has, crouch-walk through the gate and behind the security desk. Hit the female guard with the Hand Taser. You will get a cut scene showing Gregorov being led to the execution chamber on the security monitor. This is also the next Checkpoint.

SHOT: 038



Throw the gate switch on the right side of the console to open the gate.

SHOT: 039



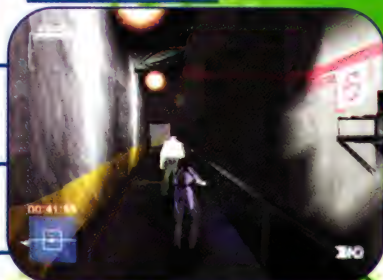
A guard will come running through the gate looking for Katya. Crouch by the gate – Katya is catching 40 winks pal, and, after a little Taser to your backside, you'll be visiting the sandman as well.

SHOT: 040



After dispatching him, head south up the corridor, until you come to an opening on your left.

SHOT: 041



A guard will walk toward the opening (through cell block 6), then turn and walk back. Stay out of sight until he begins to walk away, then crouch-walk up behind him and apply Hand Taser.

SHOT: 042



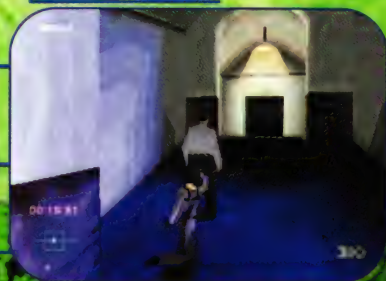
Run across the cell block 6 walkway. When you arrive at the opening on the other side, turn to the right and hide at the gate.

SHOT: 043



Wait for the guard patrolling at the top of the ramp to walk all the way down to the bottom. You will be short on time, but be patient.

SHOT: 044



As soon as he turns away and heads up the ramp, crouch-walk behind him and hit him with the Hand Taser.

SHOT: 045



Then, quickly run up the ramp and through the next room to complete the Mission.

MISSION 16

SIBERIA, RUSSIAN REPUBLIC: ALJIR PRISON ESCAPE

09/12 22:45

OPERATIVE: LIAN XING



BRIEFING:

SHUTTING DOWN THE POWER HAS STAYED THE EXECUTION. BUT IT'S HAD ANOTHER UNFORESEEN EFFECT. BEFORE THE PRISON COULD SWITCH TO EMERGENCY POWER, SEVERAL CELL BLOCKS' SECURITY GRIDS WENT OFF-LINE. A RIOT HAS BROKEN OUT AS A RESULT.

GET GREGOROV OUT OF THERE ASAP. THE PLAN IS TO GET TO THE TOP OF THE EAST WALL AND JUMP INTO THE RIVER. THERE ARE TWO AIR TANKS WAITING AT THE BOTTOM. IF YOU ENCOUNTER ANY ARMED PRISONERS, DO NOT KILL THEM. INCAPACITATE THEM BY ANY MEANS NECESSARY.

MISSION OBJECTIVES:

- ① FIND GREGOROV
- ② REACH ESCAPE POINT
- ③ INCAPACITATE HOSTILE PRISONERS

MISSION PARAMETERS:

- PROTECT GREGOROV
- DO NOT KILL ANY PRISONERS



SHOT: 001



We've got some serious business to take care of, like pronto! Hit the crouch button and take a moment to get your bearings. There are four guards shooting at you from different locations.

SHOT: 002



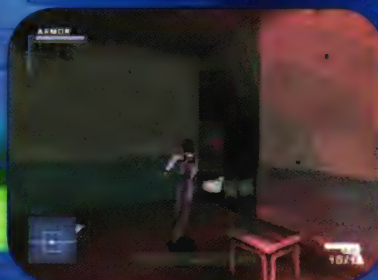
The most important of the four is the one slowly walking around to the left of you. Turn around and pick him off first.

SHOT: 003



The small wall provides great cover, but is too high to allow you to pick off the remaining guards while crouching. Stand up and manually target each of them, ducking back down after each shot.

SHOT: 004



When all is clear, leave your safe haven and collect your goodies, then leave through the hallway to the left.

SHOT: 005



You'll come to an opening around the corner which leads out into a cell block. Creep forward until three prison guards appear on your radar. Stop and manually target each of them. There is one on a floor above and two below.

SHOT: 006



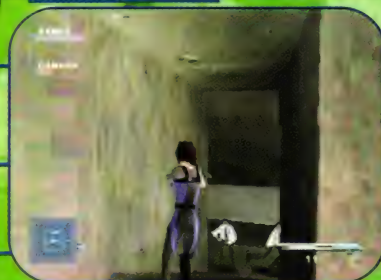
After taking out the three guards, strafe out into the main cell block and quickly turn to the left. In a second, a Flak Jacket-wearing guard will appear from the doorway at the end of the hall. Hold the [X] button and aim for where his head will be, then shoot him.

SHOT: 007



Equip the Shotgun and follow the hallway, strafing around the corners. As you round the third corner to the left, you'll come to a stairway leading down with two guards running up. Quickly hit the auto target button and take one out and then repeat with the other.

SHOT: 008



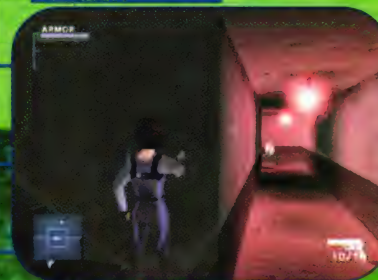
Down the stairs at the landing you'll come across two more prison guards who are waiting for you at the bottom. These two are a bit smarter than the last two and will take cover behind the walls when they spot you.

SHOT: 009



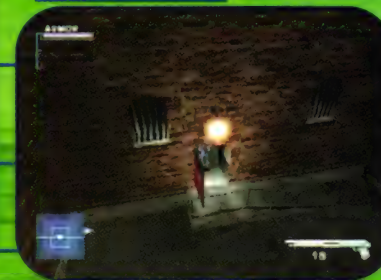
Best scenario here is to hit the auto target button and lock on to either of them from behind their wall. If you wait patiently, they will eventually appear. Just quickly shoot one full of lead and then lock on and repeat with the next.

SHOT: 010



Stop when you get to the bottom of the stairs and face to the left. If you peek out from behind the wall, you'll draw out a third prison guard who is hiding in wait down at the end of the hall. Manually shoot him when he shows himself before he can target your head.

SHOT: 011



Head down the corridor to where you just shot the poor sod and round the corner to the left. Bash through the door at the end and you'll find yourself outside in a prison yard.

SHOT: 012



Don't stand in the doorway too long – two grenade-throwing prison guards up on the wall will toss you a few presents if you're too slow to move. Instead, run down the ramp, hit the auto target button and shoot each one consecutively.

SHOT: 013



Take a moment to catch your breath and get ready for another round of shooting. Keep the Shotgun equipped and slowly head up the metal stairway on the opposite side of the yard.

SHOT: 04



If you go slow enough, the door will open at the top and, after a brief moment, two guards will come rushing out at you. Again, quickly auto target and kill each of them before they can make it down the stairs.

SHOT: 015



Head into the next section of the prison and make your way around the hallway. You'll eventually come into this open room with an unarmed prison guard down on his knees in the corner, begging you not to kill him. The choice is yours.

SHOT: 016



Follow the larger hallway to the left and you'll come into a room that is obviously the site of some kind of massacre. Lian Xing will take a moment to contact Gabe.

SHOT: 017



As soon as the communique is over, two guards come into the room guns blazing. You can use the columns for cover if you like, or take the more direct approach by locking on and blasting them with your Shotgun.

SHOT: 018



Collect their ammo and then continue on. The gate ahead is locked tight and there's a blazing fire behind it as well, so follow the trail of blood into and around the corridor to the right.

SHOT: 019



Ah, the execution chamber and, better yet, Gregorov. What exactly is Mara up to? Watch the cinema unfold and get ready for more action.

SHOT: 020



As soon as you're back in control, execute a quick turnaround and shoot the prison guard who is coming at you from behind.

SHOT: 021



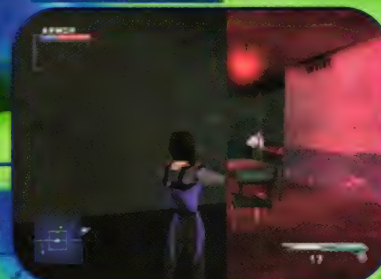
As soon as he's down, quickly turn around again and take out the two guards gunning for Gregorov.

SHOT: 022



It seems that Gregorov is too weak to fight, so we're going to have to clear each area before he can follow. Leave him and head into the next hallway.

SHOT: 023



Stop as you get to the last corner before entering the control room. A total of three guards lie in wait to ambush you. Use the wall for cover and methodically pick them off.

SHOT: 024



The last guard at the end of the room will prove to be the most difficult. He will jump back and forth, using his own corner for cover. Gauge where his head is when he jumps out and you'll eventually get him. Lian Xing will give the signal when the coast is clear.

SHOT: 025



Same drill as before — Gregorov will wait while you take care of business. The first guard is just around the corner in the next hallway.

SHOT: 026



As you come to the next intersection, a group of women prisoner escapees go running by and are gunned down by two guards unseen to the right. Let them go and don't run into the hallway — there's nothing you can do for them.

SHOT: 027



Use the corner for cover and take the guards out with head shots. Once they're gone, Gregorov will come, then Gabe will contact you and attempt to console your grief.

SHOT: 028



The way out is through the red door where the two prison guards were standing, but there's a Flak Jacket around the corner the other way. If you need it, leave Gregorov and follow the trail of dead prisoners to find it.

SHOT: 029



Now, go back and open the door. You'll find you've entered into a melee of bullets and prisoners. Head into the hallway just a bit until you hear Gregorov yell "Snipers, pull back!" That's your cue to execute a quick turn around and go back through the doorway.

SHOT: 030



It turns out Gregorov has a Smoke Grenade – perfect cover for getting across the catwalk without getting hit. Wait for him to throw it into the hallway and then run behind him until he kneels down where it's safe.

SHOT: 031



Gregorov asks you to shoot the lock on the security gate – no problem. Once it's opened, let Gregorov run through it, but don't follow him. We have some business to take care of elsewhere first.

SHOT: 032



Instead of heading through the gate, follow the catwalk around to the left. As soon as you pass the fire, quickly manually target the guard who happens to be on fire and running at you and put him out of his misery before you catch on fire too.

SHOT: 033



Once he's down, take out the Tear Gas-launching prison guard at the end of the catwalk (his Tear Gas won't kill you, but it will temporarily paralyze), then head over there and collect his goodies – a Flak Jacket and Tear Gas Launcher.

SHOT: 034



Now head back the way you came and then through the security gate – you'll find Gregorov waiting for you on the other side.

SHOT: 035



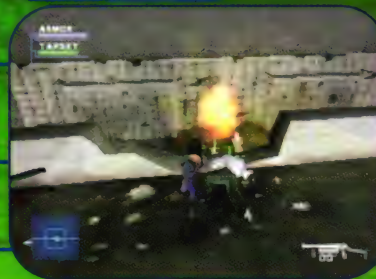
He'll follow you down the large hallway and hesitate when you spot two more guards down at the end. It seems they are concentrating on someone else, giving you the perfect opportunity to pump some lead into their heads.

SHOT: 036



As you approach where they were standing, you'll see who the guards were shooting at – a group of crazed women escapees. Since we can't shoot to kill, why not use that Tear Gas Launcher to render them harmless?

SHOT: 037



Use the auto target button and get a clear shot before letting it go – you only have one canister. Once they're unconscious, follow Gregorov down and get ready for another shootout.

SHOT: 038



Equip your PK-102 and head into the next area. This next section is basically two parallel, cell-lined hallways connected to each other at each end. Take the first hallway and stealthily walk down the right side.

SHOT: 039



Use the doorways on the right for cover and stop at the second one you come to. As soon as you get there a guard will come running in from the second hallway. Ignore him, he's a decoy.

SHOT: 040



Instead, quickly turn around and manually target the guard who is sneaking up behind you. All of the guards you'll encounter in these hallways are wearing Flak Jackets.

SHOT: 041



Once he's been taken care of, turn around and take care of guard number two. Two down and two to go.

SHOT: 042



Collect their Flak Jackets and ammo and continue stealthily down the hallway. Keep an eye on your radar as, most likely, another guard will come at you from behind when you get to the end. Turn around and take him out.

SHOT: 043



He might prove to be a little more difficult to kill, as he will duck into the connecting hallway to avoid your fire. Be patient and draw him out. One to go.

SHOT: 044



The last guard should be back at the beginning of the hallway. Slowly head back down there and try and shoot him in the head before he starts moving. Once all four are eliminated, head back to Gregorov.

SHOT: 045



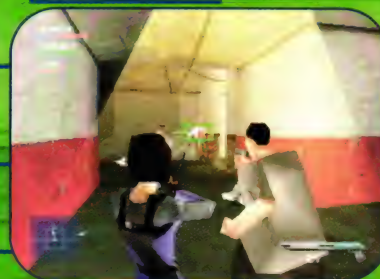
Lian Xing gives the all clear and then gives Gregorov a .45 to defend himself with. Equip your Shotgun and head through the hallway and into the next area with Gregorov in tow.

SHOT: 046



As you round the corners, you'll come into contact with more prison guards. These men aren't wearing Flak Jackets, so auto targeting and shooting with your Shotgun should work just fine. And besides, Gregorov will clean up any messes you miss.

SHOT: 047



Follow the corridor and continue on, at one point turning around to take out a few guards who try to ambush you from behind. Eventually, you'll come to a closed red door.

SHOT: 048



Kick it open and you'll find yourself back outside and at the prison walls. It's time to go into stealth mode. In order not to be detected, we're going to have to stick to the walls and avoid the spotlights.

SHOT: 049



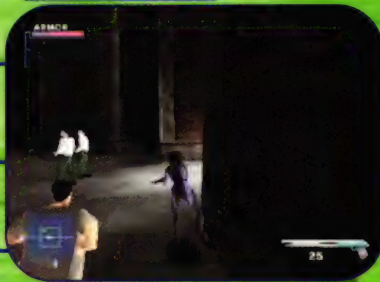
Head down the ramp and then follow against the right wall, staying low.

SHOT: 050



Whenever you encounter a spotlight, stop, stay crouched and wait for it to pass by. As soon as it is clear, move on.

SHOT: 051



Stick to the right wall and eventually you'll spy two prison guards standing in the middle of the yard. Again, stay along the right wall until you are behind them, then simply sneak by without them noticing you when the spotlight has passed.

SHOT: 052



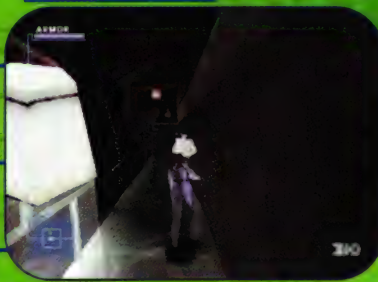
Keep along the right wall and continue across the yard — one more spotlight to go. This one is right in front of a doorway we need to enter. Wait for it to move away and dash inside.

SHOT: 053



You'll find yourself inside an elevator which will take you up to the prison wall. Hit the switch and you'll take a ride up.

SHOT: 054



When you get up to the top, quickly equip your Hand Taser and stealthily walk out onto the wall. Gregorov will wait while you sneak up to the first prison guard and zap him with the Taser.

SHOT: 055



It's very possible that you will be discovered by the next guard. If so, equip a much stronger weapon, such as the Shotgun or PK-102, and start shooting. Gregorov will keep going so stay ahead of him.

SHOT: 056



Don't worry about being detected at this point and barrel down the rest of the wall. At the end, you and Gregorov will take the plunge into the waters below and make your escape. Good job!

MISSION 17

NEW YORK: AGENCY BIO-LAB
09/13 19:30
OPERATIVE: GABE LOGAN



BRIEFING:

PHAGAN'S DATA FILES HAVE GIVEN YOU A BARGAINING CHIP TO USE AGAINST THE AGENCY, AND YOU'VE AGREED TO A TRADE: THE FILES FOR LIAN XING'S VACCINE. HOWEVER, STEVENS HAS DOUBLE-CROSSED YOU. YOU NOW FIND YOURSELF TRAPPED AND ALONE, IN THE AGENCY'S NEW YORK BIO-GENETIC LABORATORIES, HIDDEN 100 METERS BENEATH A SLUM DISTRICT ON THE LOWER EAST SIDE.

STEVENS' DECEPTION WAS PART OF YOUR PLAN, AS IT ALLOWED YOU TO ACCESS THEIR HIGH SECURITY COMPLEX, WHERE YOU'LL BE ABLE TO SYNTHESIZE A VACCINE. YOU'RE DISGUISED AS A LAB WORKER, WITH A LOW LEVEL SECURITY BADGE. THIS WILL HELP YOU GET AROUND, BUT BE CAUTIOUS. IF YOU GET TOO CLOSE TO ANY LAB PERSONNEL OR ANY SECURITY CAMERA, YOU WILL BE RECOGNIZED.

MISSION OBJECTIVES:

- ① PENETRATE SECURITY NET
- ② RETRIEVE GEAR
- ③ ACCESS VENTS TO GERSHON'S OFFICE
- ④ FIND GERSHON
- ⑤ INSTALL CELLULAR MODEM
- ⑥ FIND CHANCE
- ⑦ FIND ELSA
- ⑧ FOLLOW ELSA TO SYNTHESIS LAB
- ⑨ SYNTHESIZE VACCINE

MISSION PARAMETERS:

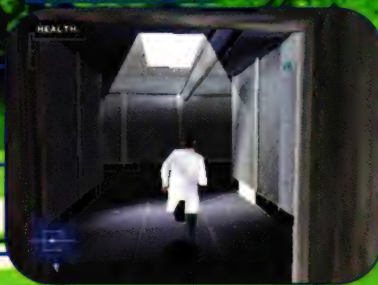
- DO NOT SOUND ANY ALARMS
- DO NOT KILL GERSHON
- DO NOT KILL CHANCE
- DO NOT KILL RAMIREZ

SHOT: 001



Almost this entire Mission (and it is a long one) requires your best stealth skills. Because Gabe is trying to look like he belongs, he is dressed in a lab coat. So, instead of crouch-walking when $\times$ is depressed, he will simply walk. Anytime that lab personnel or Agency goons are present (even with their backs turned), you will want to walk past them.

SHOT: 002



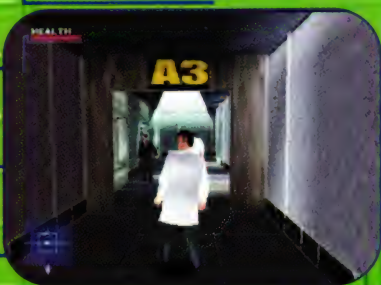
Begin by heading out of the door to your right and out into the corridor.

SHOT: 003



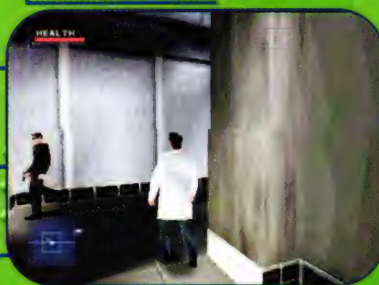
At the intersection, take a right, then another right at the next intersection – you will be in the A3 section.

SHOT: 004



Up around the next corner, you will go through a pair of automatic doors and will run into a scientist and an Agency goon. The goon will turn his back, allowing you to walk and follow the scientist.

SHOT: 005



At the top of the ramp, the scientist will break to the left. A moment later, an Agency guy will come out of the corridor to the right. Hide against the wall on your right, at the intersection, and wait for the Agency guy to walk past you to the left. Then, head to the right, down the corridor that he just walked out of.

SHOT: 006



You will come to a set of crates on your left, and a guard walking toward you to the right of them.

SHOT: 007



Hide near the wall and wait for the guard to clear your field of vision.

SHOT: 008



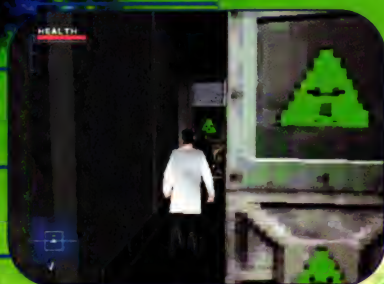
Then, continue up and around the corridor.

SHOT: 009



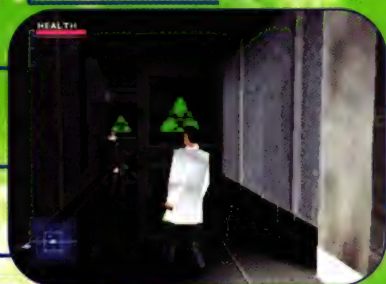
Keep walking down the corridor and around the crates, until you come to a set of four crates on your right.

SHOT: 010



Here, an Agency guy will appear. He will stand in the opening next to the crates for a moment, then walk down the corridor with his back turned. Once he does this, follow him around the corner.

SHOT: 011



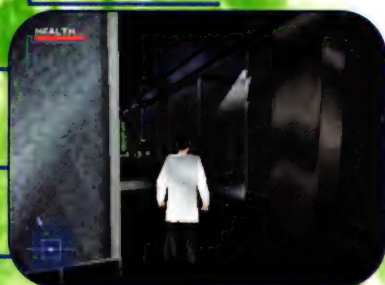
He will walk to a set of five crates stacked two high on your side. Here, he will stop to the left of the crates for a moment, then walk to the right.

SHOT: 012



Wait until he is behind the crates, and walking back toward you, then continue on to the left of the crates.

SHOT: 013



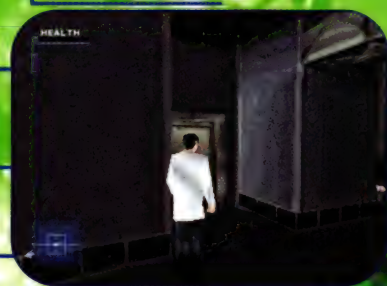
Up around the next corner, you will find an Agency guy walking away from you, and a small alcove featuring an automatic door with an A1 label above it. Head through this door.

SHOT: 014



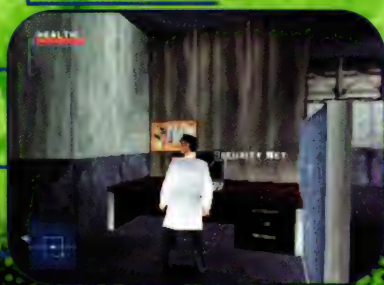
Through this door is the first Checkpoint and another A1 door. Head through it. On the other side, another Agency guy will walk from your right to left. Then, he will quickly turn and head back to the right. Be patient; once he starts back to the right, follow him.

SHOT: 015



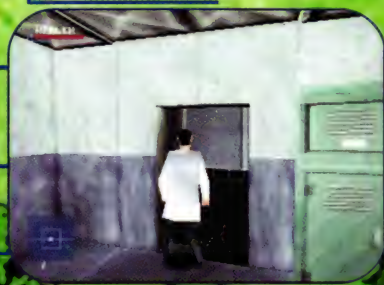
He will duck into an alcove, stay there for a moment, then continue down the corridor to the right. Wait for him to leave the alcove, then walk into it and go through the door.

SHOT: 016



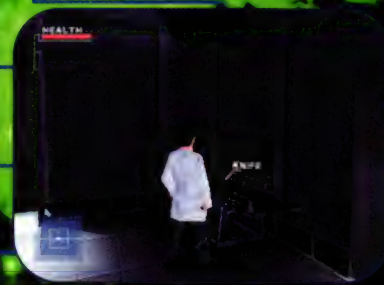
In this room, find the Security Net computer and use it. You will get a cut scene and talk briefly to Teresa. She tells you about a guy named Gershon. Here, you will get a Checkpoint and a new Objective will be added.

SHOT: 017



Now, head through the door on the south wall of this room, then take a quick left and head through the A1 door.

SHOT: 018



Around the corner, you will find a long stretch of corridor with a gurney at the end of it. Head toward the gurney — you will find a Knife here.

SHOT: 019



Take the Knife and double-back down the corridor. Head through the door in the small alcove on the east wall of the corridor. This door will not open if you haven't activated the Security Net.

SHOT: 020



This next room is a decontamination area. Go into it, then head out of the next door.

SHOT: 021



In this corridor, you will immediately come upon an Agency guy with his back turned. Use your Knife to slit his throat. Walk forward and you will be given a cut scene involving Ramirez in a cell below.

SHOT: 022



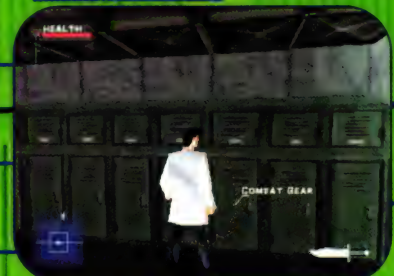
Before we go see him, take a quick right and head through the door in the alcove on the east wall of this upper area.

SHOT: 023



In here, you will find two scientists that will hit their knees in fear. Cut 'em - if you don't, they will end up running around near Ramirez and make things more complicated.

SHOT: 024



Oh, and don't forget to check the lockers for your Combat Gear - Mission Objective complete, Checkpoint achieved and another Objective added. Oh, yeah; and Teresa will tell you to look for Gershon's office.

SHOT: 025



Now, head out into the cell area and use your Sniper Rifle to take care of the two Agency guys. You will need to shoot the one next to Ramirez's cell from the ramp.

SHOT: 026



Once they are both worm food, a cut scene will play in which you will tell Ramirez to hold tight, and he tells you that Chance is still alive. You will receive another Checkpoint and two additional Objectives. Once control is returned to you, draw your Silenced 9mm, head back up the ramp and through the door on the north wall.

SHOT: 027



Head straight down the ramp ahead and walk up to the camera. Use your Camera Scrambler to disable it.

SHOT: 029



Head down the ramp and through the A2 door. A cut scene will play and you can see some scientists behind the glass. Then, head through the A3 door and around the corner, and down the A4 corridor to your next Checkpoint.

SHOT: 029



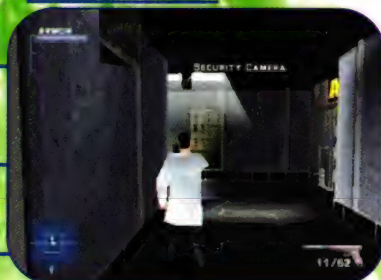
Continue down the corridor to the "Exit" sign. At the sign, take a left.

SHOT: 030



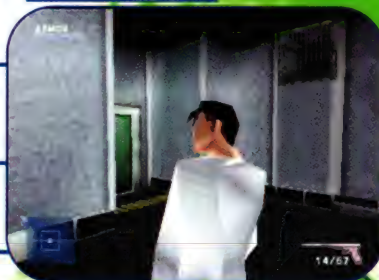
Now, follow the corridor around and you will find some hazardous material crates. Two Agency guys will be patrolling this area.

SHOT: 031



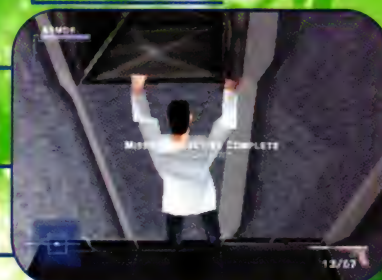
Take care of them, then head down the corridor, to the security camera, next to the A4 door. Disable it, then peek out around the corner and take care of another goon.

SHOT: 032



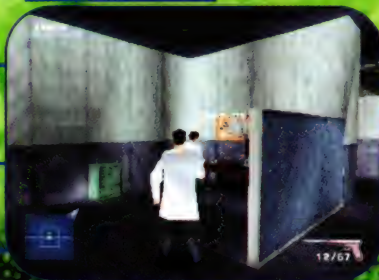
Head down the corridor until it ends at a green door (to your left) and an HVAC grille overhead.

SHOT: 033



Shoot out the grille and climb into the duct. You have now accessed the vent to Gershon's office and have been given another Checkpoint.

SHOT: 034



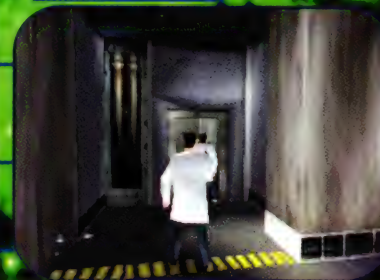
When you exit the duct, you will drop into Gershon's office. Walk up to him and a cut scene will play - another Objective complete and another Checkpoint.

SHOT: 035



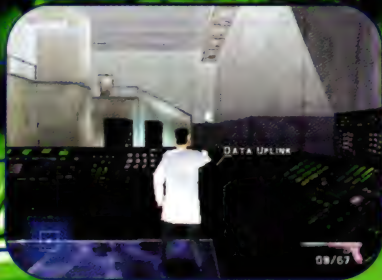
You will now need to escort Gershon out into the corridor. Run up ahead of him to the first intersection. Then, peek out around the corner and take out the scientist up ahead. If you don't do this quickly enough, Gershon will escape and you will have to try again.

SHOT: 036



After felling the scientist, follow Gershon into the main computer console room.

SHOT: 037



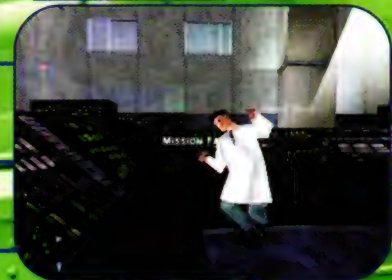
Here, you will want to equip your G-18 and get ready to do some shooting. Head down the ramp to the main console (under the three big fluorescent lights), then activate the Data Uplink. This will complete that Objective and key another Checkpoint.

SHOT: 038



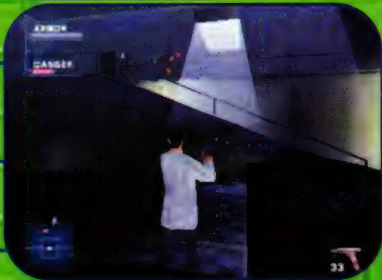
As soon as you do this, three Agency operatives will enter the room. Quick as you can, turn to your left and look up to the corner of the mezzanine.

SHOT: 039



From this vantage point, you can take out the Flak Jacket-wearing sniper with a head shot. You only have one shot at it, as he will immediately target you with a head shot once he is in position. Once he does, you're history.

SHOT: 040



Once he's dead, stay behind the console and take out the other goons that come running at you from the mezzanine, and the two that appear near the console. Finally, shoot the guy that stays up on the mezzanine, to the left of Gershon, and you will receive a Checkpoint and a cut scene.

SHOT: 041



Now, equip the Silenced 9mm and exit the room the way you came in. Follow the corridor and you will come to an intersection with a ramp down to the left and a door to the right. Head through the door.

SHOT: 042



This takes you back to the area where Ramirez is being held, on the upper level. Head across the left side of the steel decking and go through the door on the east wall (if you tried to go through this door earlier, you weren't able to).

SHOT: 043



This short corridor will lead to a door labeled "B1" — go through it.

SHOT: 044



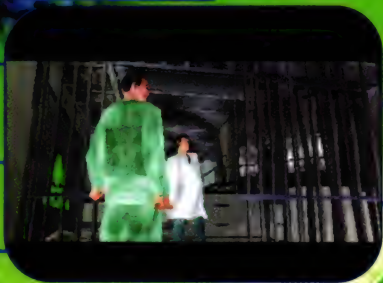
Head through the next door you come to and you will enter another lab room. Here, two scientists will make a run for it. Take care of them with head shots.

SHOT: 045



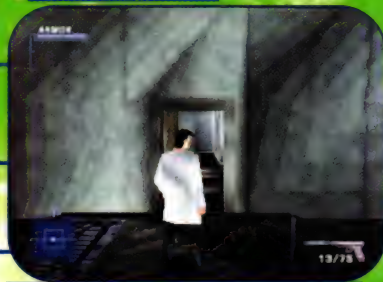
Then, go up the ramp at the back of the room. Find the switch on the glass wall with the scientist behind it. Throw the switch to gas the scientist — keeping him from putting the Bio-Lab on alert.

SHOT: 046



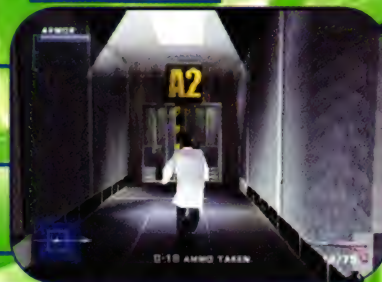
This will key a cut scene featuring you and Chance. After which, you will be given an additional Objective and a Checkpoint.

SHOT: 047



Now, go up the ramp and through the door to the right of the switch you threw to gas the scientist. This door won't open until all three scientists are dead.

SHOT: 048



Head through the A2 doors, killing the Agency guy along the way, then enter the door at the end, where you will be given a cut scene involving Elsa. Another Objective will be added, and you will be given another Checkpoint.

SHOT: 049



Take out the scientist in this room with a head shot, then you will have a short conversation with Teresa.

SHOT: 050



Now, drop down to the floor below and head through the opening, out into the "B3" corridor.

SHOT: 051



Follow the corridor to its end and you will find an HVAC grille just beyond a B3 sign. Shoot it out and climb in.

SHOT: 052



You will get a cut scene involving Elsa explaining the Syphon Filter virus to her fellow scientist.

SHOT: 053



Once she leaves the room, shoot out the grille, then take out the scientist with a head shot and drop to the floor.

SHOT: 054



Head through the door on the west wall and you will get a cut scene where you get Lian Xing's vaccine from her — then the base alarm goes off, she escapes and the Mission is over — but you've got the vaccine!

MISSION 18

NEW YORK, USA: AGENCY BIO-LAB ESCAPE

09/13 20:45

OPERATIVE: GABE LOGAN



BRIEFING:

YOU'VE GOTTEN LIAN XING'S VACCINE, BUT THE COMPLEX HAS BEEN PUT ON ALERT. YOU'RE TRAPPED IN THE BIO-SYNTHESIS LAB, AND YOU DITCHED THE DISGUISE BECAUSE IT WON'T DO YOU ANY GOOD. YOU'VE ONLY GOT ONE OBJECTIVE: GET OUT. REACH STREET LEVEL AND RENDEZVOUS WITH TERESA, WHO'S WAITING AT THE EVAC POINT WITH A CHOPPER.

STEVENS HAS CALLED IN AN EMERGENCY DEFENSE SQUAD. THESE SECURITY SHOCK TROOPS WILL BE COMPLETELY ARMORED FROM HEAD TO TOE. UNLESS YOU CAN FIND A WAY TO KILL THEM, WHEN YOU SEE THEM, RUN.

MISSION OBJECTIVES:

- 1 ESCAPE LABS

MISSION PARAMETERS:

— NONE



FIND M-79 REPLACEMENT AMMO AND OPEN AGENCY COMPUTER LAB IN 2-PLAYER MODE.



SHOT: 001



There's literally no time to think. Stevens' shock troops are about to break into the room and there's nowhere to run. To make matters worse, your weapons won't work on their body armor.

SHOT: 002



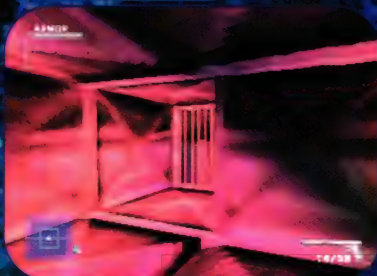
Quickly back up against the wall, then manually target the beakers on the counter in front of you. Your bullets should set off a chemical reaction resulting in a huge explosion, catching the goon who just barged in, in its blast.

SHOT: 003



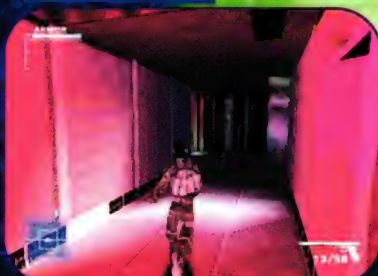
Grab his Silenced HK-5 and head out through the door he came in. The next room has two air duct vents and two doors. The vent to the right leads to a secret, but we don't have the firepower to get to it yet, the vent on the left is where we want to go. Shoot it open and hop in.

SHOT: 004



Make your way through and around the ventilation shaft and you'll come to a grating at its end. Shoot it out and hop down.

SHOT: 005



When your feet hit the ground, take off running to the right. Going left will result in many bullets piercing your body – that would be bad.

SHOT: 006



Take a left around the corner and head down the bio-hazard crate-lined hallway. If you're targeted by a shock trooper use the crates for cover and keep on running.

SHOT: 007



At the end of the hallway take a left around the corner and head straight down the next, ignoring the corridor to the right. Do not stop for anything!

SHOT: 008



Take a left at its end and then an immediate right. You should see the open entrance to the "A3" area ahead.

SHOT: 009



Do NOT go into the "A3" area. Instead, head right into the short hallway and into the door at its end.

SHOT: 010



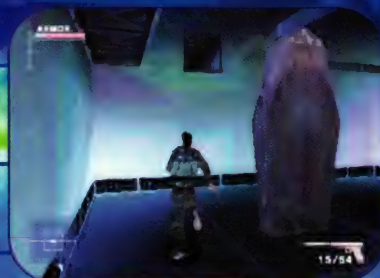
You're safe in here for the moment, so take a breather if necessary. The next step is to shoot out the ventilation grate on the wall up above, hop up onto the counter against the wall, then hop up and into the shaft.

SHOT: 011



Follow the ventilation shaft around until you find a grate on the left. Shoot it open then hop down into this room and you'll take a moment to contact Teresa. Hey look! It's our old pal, Girdeux. We toasted him in the first game – extra crispy.

SHOT: 012



Follow the conveyor of hanging dead bodies around and you'll spy another air duct grate up on the wall. Shoot it, hop up and keep on moving.

SHOT: 013



This shaft goes up and around for quite a bit. At one point, make sure you don't get too close to the exposed propeller or you'll be cut to shreds.

SHOT: 014



Eventually you'll come to another grate. Shoot it open and drop down into this enemy-free room. Besides a few desks and whatnot, you'll find a row of lockers – one at the end happens to have a Weapons Cache inside. Bingo!

SHOT: 015



If you're really enterprising, you can go for this level's secret, back in the room at the beginning of the level with the two ventilation shafts. Head back there (using your M-79 to take out the baddies on the way) and head to this operating stadium.

SHOT: 016 SECRET



Up top, is a doorway. Climb up into the bleachers and head through the door. Inside, you'll find M-79 replacement ammo as well as a secret – you opened the Agency Computer Lab arena.

SHOT: 017



Don't use any more grenades and head back to the locker room where we found the Weapons Cache. Now that we have some serious firepower, things are a bit more even. Keep your Silenced 9mm equipped and shoot out the grating just beyond the lockers in the corner of the room.

SHOT: 018



This air duct is relatively short. Shoot out the grate at the other end but do NOT jump down into the hallway below. First, equip your M-79 Grenade Launcher then hop down and immediately head to the left and into the "A1" doorway.

SHOT: 019



Hold down your auto target button, move out from the vicinity of the doorway and quickly let one loose. Ba-BOOM! Try to always make contact with the first shot. We're going to need each and every one of these five grenades.

SHOT: 020



Head down the hallway to its end (ignoring the door on your left) and take a left around the corner.

SHOT: 021



Don't hesitate for a moment and keep going. At the end of the hallway is the entrance into the "A1" area. Do NOT go through it. Instead, take a left right before it and head into the door. You should have just avoided an ambush by two shock troopers.

SHOT: 022



Unfortunately, they are still out there, but at least they're not so close together. One should have taken off down the hallway and the other is waiting on the other side of the "A1" doorway.

SHOT: 023



Pick each of them off with a launched grenade. Be patient, they will constantly duck for cover. Use the auto target button and the doorways for your own protection.

SHOT: 024



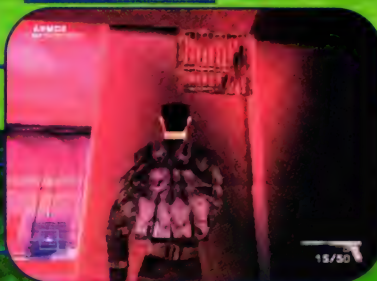
Now, head into the "A1" area, take a left around the first corridor and then down the next hallway. Ignore the doorway to the right and stop before you come to the end.

SHOT: 025



Peek out and you'll alert another trooper. Quickly take him out with a grenade. If you miss him, don't become a target, turn around and head for that alcove then try again when it's safe.

SHOT: 026



The doorway at the end is locked, making it a dead end. There is another ventilation shaft on the wall, right before the two bullet proof windows. You know what to do.

SHOT: 027



Make your way through the duct and you'll come to a large drop off with a large propeller blade at the bottom. The only way forward is a death defying jump out of the duct and catch another six stories below. Take a running start and keep pressing forward until Gabe catches the ledge.

SHOT: 026



Keep progressing up and around this new shaft and you'll eventually find yourself in an open cell with Ramirez's body lying right outside it. Where's Chance?

SHOT: 029



No time to ponder that question as all hell is about to break loose. Equip your M-79 and grab the much-needed ammo from the weapon crate. Quickly!!

SHOT: 030



Now, hold down the auto target button. A shock trooper should be headed your way from the entrance up above and at the other end of the room. Send one his way.

SHOT: 031



Without missing a beat, start running up the ramp. A few guards will enter the room and start shooting at you (one has his own M-79). Use the auto target button and launch grenades at them only when you have reached the top of the ramp.

SHOT: 032



Another guard appears from across the large hallway. Stay back, use the auto target once again and give him a grenade. Collect the rewards left behind before moving on.

SHOT: 033



As soon as you enter the hallway, make a mad dash for the corridor diagonally to the right (where you killed the guard). There is another trooper patrolling the hall at the end. If you don't see him, you might have to draw him out.

SHOT: 034



Another grenade, another death. Thanks for playing.

SHOT: 035



This just smells of a trap. Here's what we're going to do: head down this hallway but **DO NOT** go into the room. When you reach the doorway at the end, execute a quick turn around and hightail it back and around the corner. A guard will appear behind you.

SHOT: 036



If we launch or toss a grenade into the room, it will destroy a computer terminal inside and our chances of getting out of here alive. Instead, from safe cover, peek out and manually target the wall to the left or right of the doorway.

SHOT: 037



Launch a grenade at it and the guard will be caught in its blast radius.

SHOT: 038



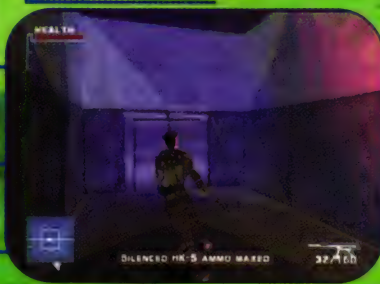
Keep your M-79 equipped and head into the room. Ignore the guard at the back of the room to the left. Instead, head straight for the computer terminal dead ahead and activate it. Once done, Teresa gives you the bad news.

SHOT: 039



Quickly execute a quick turn around and hold down the manual targeting button. A guard will come running into the hallway shooting. As soon as you see him, launch a grenade at the wall next to him to send him packin'.

SHOT: 040



Now, just head out of the room leaving the lucky-to-be-alive guard behind and into the elevator shaft to the left. It's end of level and job well done.

MISSION 19

NEW YORK, USA: SLUMS DISTRICT
09/13 21:00
OPERATIVE: GABE LOGAN



BRIEFING:

YOU'VE MADE IT TO THE CITY STREETS. TERESA IS WAITING WITH A CHOPPER FOR EVAC ON THE ROOF OF A PARKING GARAGE A HALF MILE FROM YOUR CURRENT POSITION. MAKE IT TO THE CHOPPER AND YOU'RE HOME FREE.

N.Y.P.D. HAS GOTTEN REPORTS OF THE GUNFIRE BETWEEN YOU AND THE AGENCY SECURITY AND HAS SENT SEVERAL S.W.A.T. TEAMS INTO THE AREA. THESE OFFICERS BELIEVE YOU'RE A WANTED TERRORIST RESPONSIBLE FOR THE ATTACK ON D.C., AND WILL FIRE AT YOU ON SIGHT. AVOID CONTACT IF POSSIBLE, LEND ASSISTANCE IF NECESSARY.

MISSION OBJECTIVES:

- ① RENDEZVOUS WITH TERESA AT CHOPPER
- ② KILL TWO SNIPERS
- ③ FIND SPRINKLER SWITCH TO CLEAR PASSAGE INTO MAIN FLOORS
- ④ RESCUE SWAT OFFICERS
- ⑤ CLEAR SNIPER NEST

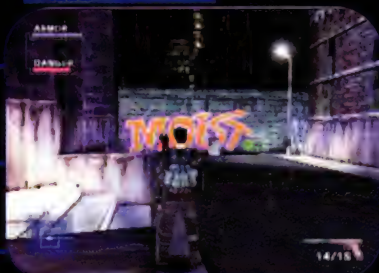
MISSION PARAMETERS:

— NONE



SEARCH WASHING MACHINES TO FIND DIRTY LAUNDRY AND UNLOCK THE "DC PARK" MULTI-PLAYER ARENA.

SHOT: 001



This Mission is a tough one and requires some strategic use of your available weapons. Begin by turning left and auto targeting the Agency thug that attacks from the alley. Pick up his Silenced HK-5 and equip it.

SHOT: 002



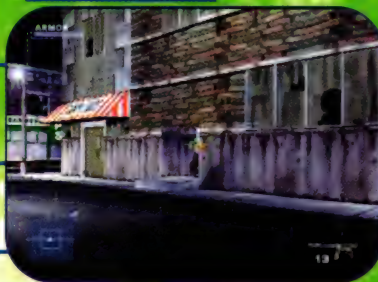
Go behind him into the alley to get the Flak Jacket out of the crate, if you need it.

SHOT: 003



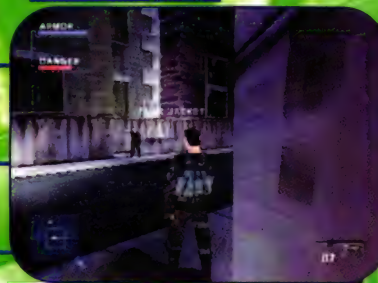
Now, head back out of the alley and up the street. Stop at the corner with the street light on one side, and a truck on the other. A bad guy will attack from the roof to the left of the truck. Take him out by auto-targeting with the HK-5. Take the HK-5 from his cold, stiff hand.

SHOT: 004



Once he is dead, run up around the corner and look for the Agency guy lurking in the alcove on the right side of the street. Manually target him for a head shot.

SHOT: 005



Then, head into the alcove and take his 9mm. As you do this, another baddie will come toward you from around the corner and plant himself across the street.

SHOT: 006



He is wearing a Flak Jacket and carrying an HK-5. Take him out with a head shot and grab the goods.

SHOT: 007



Now, head toward the Pawn Shop and shoot the lock off of the door.

SHOT: 008



Head inside and you will come to a counter with what appears to be bullet-proof glass. Wait for the first bad guy to come at you from the other side. Position yourself at the glass, all the way to the right side.

SHOT: 009



Don't waste your ammo! Let him shoot at you. Target him for a head shot. Then, just as the glass breaks, break off a few rounds and take him out.

SHOT: 010



Head to the left side of the counter. Another guy will attack from the other side and you can take care of him the same way.

SHOT: 011



Now, climb over the counter and head down the corridor behind it. After you take a few corners, you will find a third Agency operative hiding in an alcove on the right. Simply jump out into the area, auto target him and take care of business - make sure you take his HK-5 ammo.

SHOT: 012



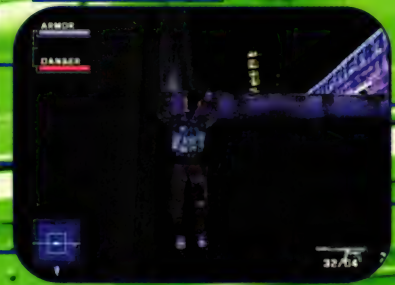
Head into the next room and make a beeline for the alcove to the left of the opening on the other side. There is a crate here with an M-16 in it. This is the first Checkpoint.

SHOT: 013



You will notice that somebody is tossing grenades out on the street. After one is tossed, run through the opening, out into the street, then slightly to the left to the garbage bin.

SHOT: 014



Climb up onto the bin, then jump up, grab the top of the wall and pull yourself up.

SHOT: 015



At the top, quickly run forward and roll toward the air conditioning unit on the roof. Pop-up to take care of the bad guy on the other side.

SHOT: 016



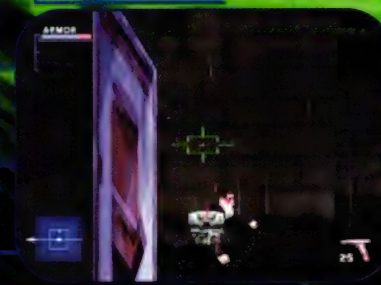
Once you do this, you will get a message from Teresa and another Checkpoint (you will also be given a new Objective). Take the G-18 off of the bad guy.

SHOT: 017



Then, climb the air conditioning unit, and the wall behind it.

SHOT: 018



At the upper roof, walk straight toward the corner of the wall, then peek out around the corner. An Agency goon will come running out of the alcove just ahead. If you have your manual target positioned just to the right of the corner, you can rip off some G-18 badness and kill him with a head shot before he knows what hit him.

SHOT: 019



Take his Flak Jacket and HK-5, then run toward the parapet wall on the south side of the roof. Do a quick turn and auto target him. Take his G-18 ammo.

SHOT: 020



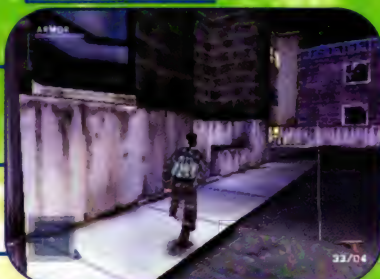
Now, head back to the south parapet wall and climb up and over it.

SHOT: 021



You will land on an awning below. A S.W.A.T. Member will run out from an alley. That alley is also home to a crate with a Flak Jacket.

SHOT: 022



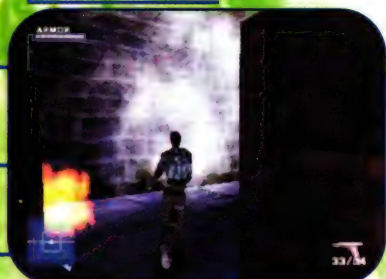
It's time to find those snipers. Head down the street, to the west, and go down the concrete ramp – just past the street lamp on the left side of the street.

SHOT: 023



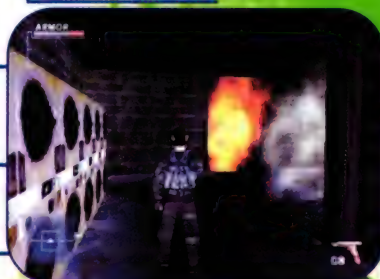
You will enter the basement of a building that is on fire. Teresa gets on the line to warn you about it.

SHOT: 024



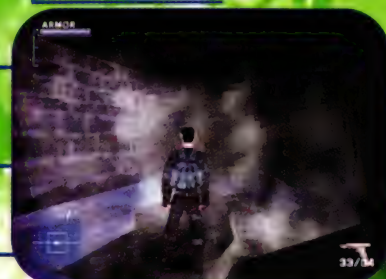
Head around the orange steel crates and through the opening on the other side of them.

SHOT: 025



You will then head up a ramp that leads to some old washing machines. You get on the radio with Teresa and she tells you to try and find the Sprinkler Switch to clear the opening to the right of the washing machines – another Objective added.

SHOT: 026



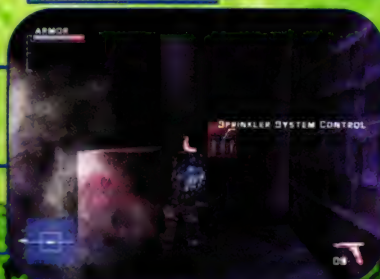
See the darker gray section of floor to the right of the opening that is engulfed in flames?

SHOT: 027



It will collapse when you run over it. Do this and you will safely drop to the floor below.

SHOT: 028



This floor, it turns out, is where the Sprinkler System Control is located. Throw the switch to release the H2O.

SHOT: 029



As soon as you do, two goons will run down the ramp on the other side of the room. Auto target them with the G-18, M-16 or HK-5, then head up the ramp.

SHOT: 030



You chase a third baddie up the next ramp. Auto-target him, then proceed up the following ramp.

SHOT: 031 SECRET



This will take you back up to the washing machines (search the one at the right end to find some Dirty Laundry, and a Secret; you will open the "DC Park" multiplayer arena). Now that the opening to the right of them is clear, you can safely move through it.

SHOT: 032



From this point in the burning building, move forward, and don't stop under any burning beams – you will get crushed. The good news is that, in the next room you come to, a beam will fall and end up killing the first sniper – all in a day's work!

SHOT: 033



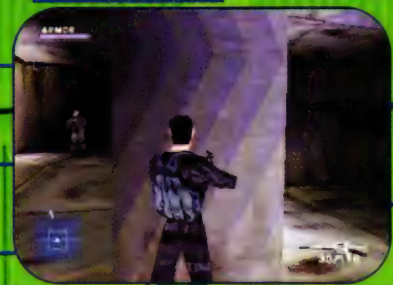
Now that he is dead, follow the corridor around to the next room. In here, you will find one bad guy behind a table, and another hiding behind the wall. Peek around the corner and take them both out with head shots.

SHOT: 034



Then, go into the room and climb up onto the table, then up through the hole in the ceiling, facing east.

SHOT: 035



At the upper floor, you will reach your next Checkpoint. Now, poke your head out into the corridor and let the S.W.A.T. guy spot you, then retreat into the room.

SHOT: 036



Two Agency goons will come running for the room, killing the S.W.A.T. guy in the process. The first one (wearing a Flak Jacket) will actually come into the room. Hide in either corner along the corridor wall and manually target a head-high spot in the opening. Take him out as he enters the room.

SHOT: 037



The other guy will be lobbing Grenades. As soon as one comes into the room, make a break for the corridor and auto target him for death.

SHOT: 038



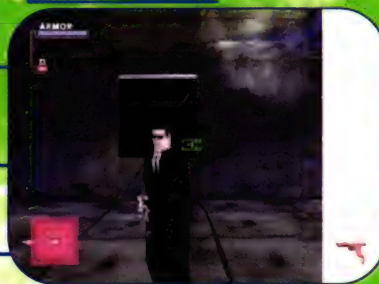
Now, take the goods off of the Agency guys and the poor S.W.A.T. guy, then continue down the corridor. You will come to another room with a table in it. This one features two bad guys that can be taken out with auto targeting.

SHOT: 039



Take their ammo, then head down the ramp at the next corner. An Agency guy will pop-out from around the corner – but he is practically naked without a Flak Jacket – you know what to do.

SHOT: 040



One more room – the room housing the second sniper. Peek in. He will roll around a bit. But, be patient, crouch if you have to and pick him off with a head shot. You will have reached another Checkpoint.

SHOT: 041



Now, enter the sniper room and climb out the window. Back on the street, make a direct path up and around the corner, then down the alley on the south side of the street, across from the huge billboard on the left. There will be some guys shooting at you. Ignore them and keep running.

SHOT: 042



At the end of the alley, auto-target the Agency guy, then roll through the hole on the right side of the fence at the end of the alley.

SHOT: 043



On the other side, Teresa will contact you and you will receive another Objective and reach the next Checkpoint. It seems that some S.W.A.T. Officers are in trouble.

SHOT: 044



In the street ahead, you will witness the Agency run over a S.W.A.T. Officer that has two Agency operatives pinned down.

SHOT: 045



Once this happens, the Agency guys will come running out of the tunnel on the right side of the street. Equip the G-18, manually target them and let the head shots fly. If you miss one of them, he will head into the tunnel on the left side of the street.

SHOT: 046



In addition, there is a third guy on the roof of the first building on the left side of the street. Once you've taken care of the other two, move out into the street and auto-target the guy. Kill him quick, 'cause he will start chucking grenades!

SHOT: 047



Now, pick up all of the good, good stuff off of the bad, bad men and head into the right tunnel (on the east wall).

SHOT: 048



You will find an opening in here on the right wall. There is an Agency guy hiding behind the counter in this room, with his back to you. Easy pickin's if you're a head shot master!

SHOT: 049



Once he has ventured to the other side, head into the next room. You will find G-18 ammo in a crate behind a counter, next to the red "Courtyard" sign.

SHOT: 050



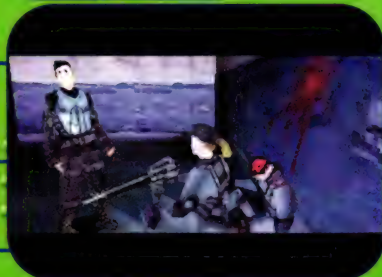
Take the ammo, then head out of the building. You will run into a female S.W.A.T. officer and reach the next Checkpoint.

SHOT: 051



You must protect her as she makes a run toward safety. Simple, just auto-target the two snipers in the windows across the way and let your G-18 do the talking. You won't actually kill the snipers, but you will keep them from doing any damage.

SHOT: 052



A cut scene will play, followed by another Checkpoint and an additional Mission Objective.

SHOT: 053



Now, head up the stairs and get ready to permanently take care of those two snipers. First, you have to deal with this goon at the top of the stairs. Peek out and bust the melon.

SHOT: 054



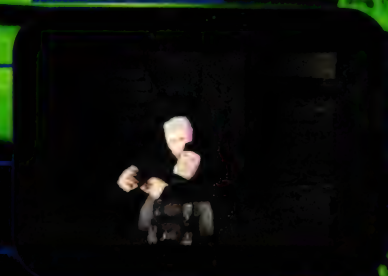
Around the corner, you will find the two rooms and the two snipers. They will both be expecting your visit, so you have to peek around the corners next to the windows that they crouch near, and take them out with head shots.

SHOT: 055



Once you take care of them, head back out into the corridor and take care of the last bad guy on the floor.

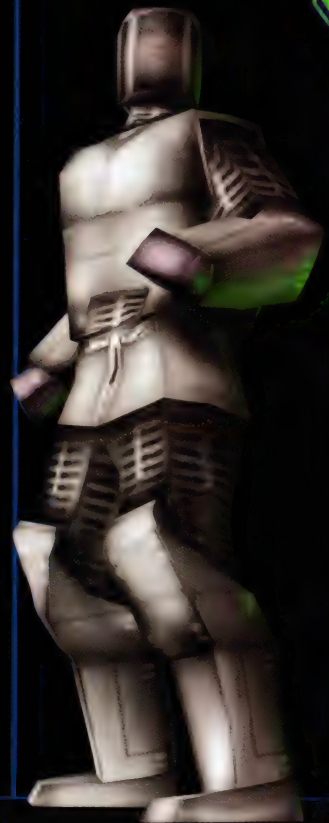
SHOT: 056



In the last cut scene for this Mission, Stevens appears holding the female S.W.A.T. officer hostage. He kills her but, before he can end your days, the building is rocked by an explosion and the floor collapses from beneath your feet!

MISSION 20

NEW YORK, USA: SLUMS DISTRICT SEWER
09/13 21:30
OPERATIVE: GABE LOGAN



BRIEFING:

TERESA HAS SAVED YOU FROM AN AMBUSH SET BY STEVENS BY DETONATING A CONTROLLED SERIES OF C-4 CHARGES UNDERNEATH THE TENEMENT YOU WERE IN. THE FLOOR COLLAPSED AND YOU'VE FALLEN THROUGH, DOWN TO THE SEWERS RUNNING UNDERNEATH THE BUILDING.

YOU'RE NOW HEADING THROUGH THE SEWERS, BACK TO THE CHOPPER. FOLLOW TERESA AND KEEP HER ALIVE.

MISSION OBJECTIVES:

- ① ELIMINATE STEVENS
- ② ESCAPE IN HELICOPTER WITH TERESA
- ③ FIND SEWAGE DRAIN VALVE

MISSION PARAMETERS:

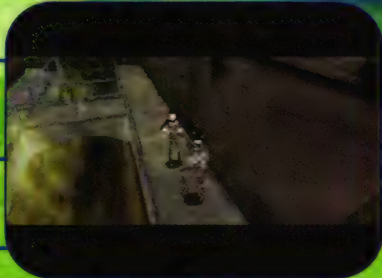
— PROTECT TERESA

SECRET



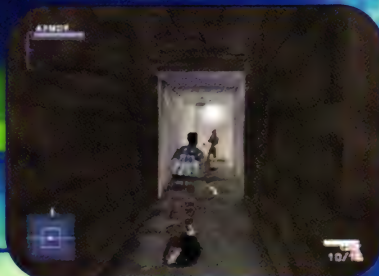
COLLECT THE M-79 GRENADE LAUNCHER TO UNLOCK EXTRA SF2 CHARACTERS IN 2-PLAYER MODE.

SHOT: 001



Teresa shows up to lend a hand and offers up a .45. These sewers are going to be crawling with agency goons so stay close to her. It's time to get moving.

SHOT: 002



Follow her around the walkway and into the hallway on the other side. She'll take you down a long corridor and into the next area of the sewer.

SHOT: 003



As soon as you enter the next area, you'll be ambushed by multiple baddies. These guys are easy targets and will go down with a few shots. Use the auto target button and take them out quickly.

SHOT: 004



Unfortunately, they will keep coming, so don't take too long hanging around. Keep following Teresa and she will lead you around the catwalk to the other side. Just keep auto targeting, shooting and running.

SHOT: 005



Eventually, Teresa leads you to a dead end. The sewage is too deep to cross, so you're going to have to find a way to drain it while she holds them off.

SHOT: 006



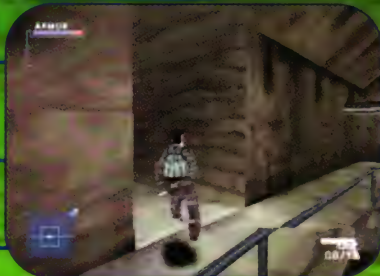
Turn around and start heading back up the way you came. At the first branch, cross over to the left side of the sewer.

SHOT: 007



Take a right when you get across then left around the corner. Keep heading down the walkway, staying on the left side of the sewer.

SHOT: 008



Take another left around the corner and then head left into this hallway.

SHOT: 009



Around the corner, you'll find the control room, as well as a few more goons. You will need to pick them off from the safety of the wall. The man in the back is wearing a Flak Jacket.

SHOT: 010



Ah ha! He was also guarding the Sewage Drain Control Valve. Activate that puppy and you'll hear from Teresa. Why doesn't she listen?

SHOT: 011



Oh well, no time to think about that. Two Flak Jacket-wearing men have just entered the room. Pick them off quickly and precisely. Collect their goodies then start heading back the way you came.

SHOT: 012



Don't even try to shoot every goon you see. Just gun down the ones blocking your path and keep moving toward the area where you left Teresa earlier.

SHOT: 013



When you get there, lower Gabe down (from either side) and make your way to the other side. Be sure to take out any men up above before trying to climb up.

SHOT: 014



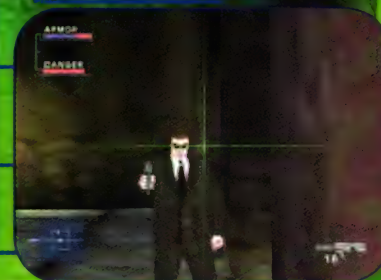
It's the same drill in this next area of the sewer. Stay along the right side and auto-target each goon as they appear. Switch between your weapons as they get low on ammo.

SHOT: 015



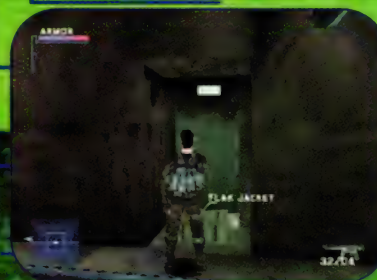
As you enter the open square area, take a right and then hesitate at this wall before taking another right into the next.

SHOT: 016



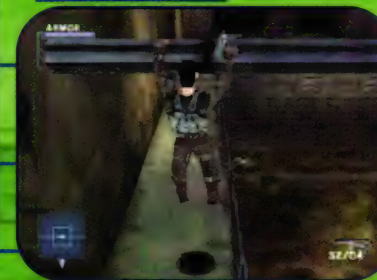
Around the corner are two Flak Jacket-wearing men waiting in alcoves to ambush you plus another off in the distance. Use the corner wall for cover and manually target them with your H11.

SHOT: 017



As soon as that's over, head right and around the room to what looks like a dead end with a Flak Jacket-holding weapon crate nestled in the doorway on the right. It's yours if you need it.

SHOT: 018



Equip your HK-5 and make sure it's fully loaded. Also, make sure you're facing away from the wall, then hop up and grab the pipe above. We've got some shimmying to do.

SHOT: 019



Start heading across, keeping an eye on your radar as you progress. As soon as an enemy shows up, go into manual targeting mode and take him out with a head shot.

SHOT: 020



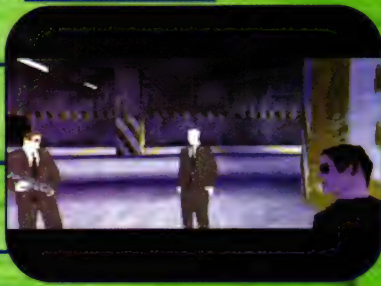
Another goon probably showed up below while you were shooting the other. Quickly aim for him and take him out as well. He's not wearing a Flak Jacket, but you'll need to conserve bullets since you can't reload while you're hanging.

SHOT: 021



Finish shimmying across to the other side and follow after Teresa down the hallway. You'll see her handiwork as you run up the stairs.

SHOT: 022



At the top, come across Stevens and his men. It's time for an old fashioned showdown.

SHOT: 023



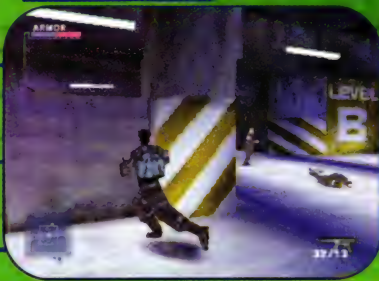
We're going to have to pick off his men one-by-one while Teresa goes after him. Let's start with this goon. Use the agency van for cover and take him out with a head shot.

SHOT: 024



The next is just around the other side of the van. Peek out and introduce his head to your bullets.

SHOT: 025



The last guy is a bit tenacious and will aim for your head. Use the parking structure's columns for cover and pick him off when it's safe.

SHOT: 026



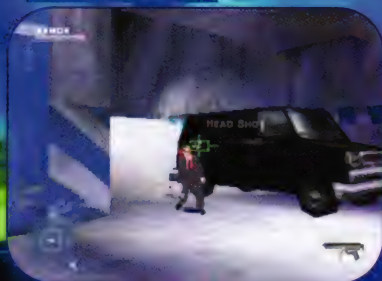
Teresa's a bit impatient. Now that level B has been secured, head up the ramp toward the next section.

SHOT: 027



You'll see Teresa up ahead, but you won't see the van gunning for you until it's too late. Don't stop running toward her and, as soon as she yells "look out," execute a roll out of harm's way.

SHOT: 028



Follow Teresa to the relative safety of the median barrier and take out the goon right behind her. As soon as he's dead, Teresa tells you her plan.

SHOT: 029



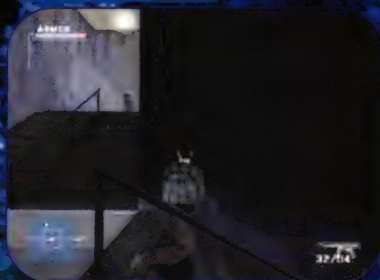
Follow Teresa to where she stops and wait for her to toss her Smoke Bomb. This drives out four M-79-carrying goons from the small room beyond. Hold down your manual targeting button and take them out with a sweep of head shots.

SHOT: 030



Collect their goods and start heading up the stairs. Save your newly-acquired M-79 ammo for later. The first guard is waiting at the second landing. Pick him off.

SHOT: 031



Another one is waiting at the top of the next landing (right above the second floor door) and another after that. Use stealth and caution and slowly make your way forward.

SHOT: 032



You'll encounter men at the next two landings and two at the one after that (above the third floor door).

SHOT: 033



The next three landings are safe and you'll come across an open doorway at the third. This is where we need to be.

SHOT: 034 SECRET



You can continue upwards and collect an M-79 and another secret at the top, but be prepared for two sets of grenade launching goons, as well as other assorted baddies in your way. This secret unlocks extra *Syphon Filter 2* characters for the multi-player game.

SHOT: 035



Back down below, when you enter through the doorway into the next area, you'll see a van slowly driving forward. There's a man crouch-walking with it. Get behind him and take him out with a shot to the head.

SHOT: 036



Quickly run over and grab his ammo, then use the short wall for cover. There is another goon right behind it. Quickly target him, take him out, then head for the van beyond for cover from the next.

SHOT: 037



He goes running for cover, so let him have it quickly. Use your M-79 if you like.

SHOT: 038



Head for the safety of the median barrier and pick off the last guy before he can do the same to you. He should be by the ramp leading up to the next level.

SHOT: 039



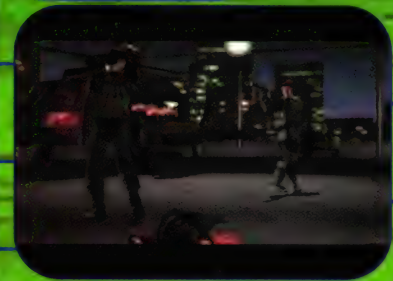
Once he's been taken care of, you'll see Teresa chasing Stevens out of the stairway and straight into the sight of your smoking gun. He submits, but I wouldn't trust him.

SHOT: 040



Don't let your morals get in the way and take him out with a head shot. No mercy and no prisoners.

SHOT: 041



It ain't over yet. Watch the cinema unfold and get ready for the final battle. Chance is going down!

MISSION 21

NEW YORK: SYKES PARKING GARAGE
09/13 22:00
OPERATIVE: GABE LOGAN



BRIEFING:

TERESA IS DEAD... KILLED BY CHANCE, WHO HAS SECRETLY BEEN AN AGENCY OPERATIVE ALL ALONG. HE'S COMPLETELY COVERED IN HIGH-IMPACT KEVLAR ARMOR — EVEN GRENADES WON'T PIERCE IT. BUT YOU'VE ONLY GOT ONE GOAL NOW: ELIMINATE CHANCE.

MISSION OBJECTIVES:

- 1 ELIMINATE CHANCE

MISSION PARAMETERS:

— DO NOT DAMAGE THE HELICOPTER

SHOT: 001



It all comes down to this; Chance has been working for the Agency all along and has killed Teresa and Ramirez. You will not stop until Chance is dead. Pay attention to the cut scene that opens this final battle, it will give you some subtle hints on how to beat Chance. Hint: if your Danger meter is flashing red, ROLL!

SHOT: 002



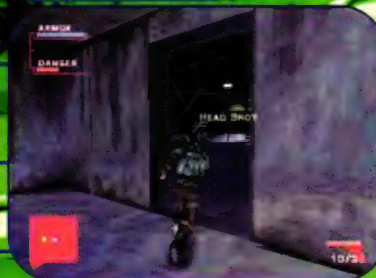
Chance is covered head-to-toe in Kevlar Armor and you are packing a .45 and some other useless weapons — not good!

SHOT: 003



He will chase you all over the top floor of the parking garage – firing head shots at you and never giving you a chance to rest.

SHOT: 004



While it seems an impossible task to bring him down, it really isn't. However, it may take you a few tries before you can pull it off. Begin by running through the right opening of the stairwell.

SHOT: 005



Head straight toward the helicopter and run directly to its opening in the middle.

SHOT: 006



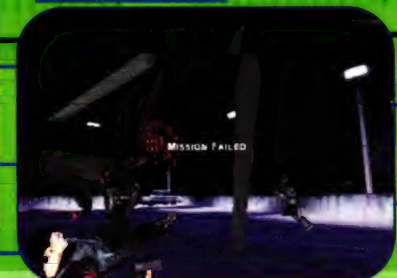
Here, quickly open a crate lying on the cargo bed that contains the URS-12 (there is also a Flak Jacket in a crate on the other side of the craft, if you need it).

SHOT: 007



Now, run around the back end of the chopper (if he is chasing you from the front – run around the front if he comes toward you from the back end of the craft)...

SHOT: 008



...being careful not to run into the tail rotor – it slices, it dices!

SHOT: 009



But, wait – that's not all! Once you clear the tail rotor, you will see a short wall up ahead, with a ramp behind it.

SHOT: 010



Run to the wall and climb over it and hide on the ramp.

SHOT: 011



Then, wait for Chance to make a move toward you.

SHOT: 012



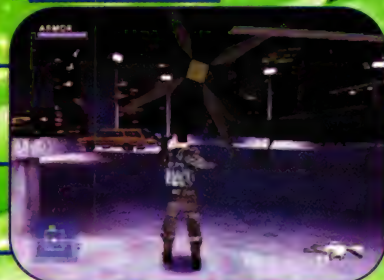
Don't wait too long – he will throw grenades down into the ramp area.

SHOT: 013



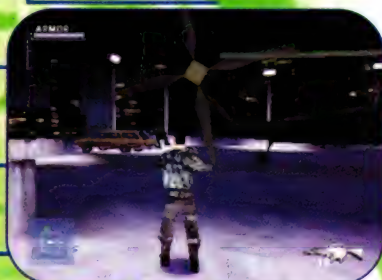
Now's your opportunity to end this madness! Activate the URS-12 and walk out from behind the short wall.

SHOT: 014



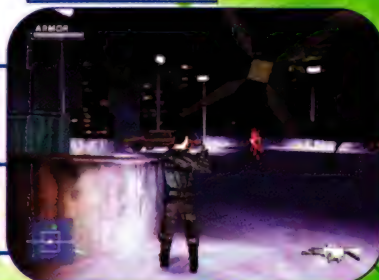
Fire the weapon and it will knock Chance back a couple of feet.

SHOT: 015



As long as he is off balance, he won't be able to get one of those insta-death shots off.

SHOT: 016



Angle yourself so that you position Chance between you and the tail rotor. Shoot him a couple of times and he will be knocked into the tail rotor blades.

SHOT: 017



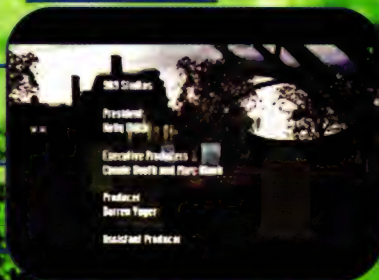
Chances are that he no longer wears that silly grin and, thanks to your friend, the "chopper", he has lost a few pounds in all of the right places: head, limbs, etc.

SHOT: 018



After you have disposed of this modern day Benedict Arnold, the final cut scene will play...

SHOT: 019



...and the credits will roll. Congratulations! You have saved Lian Xing, defeated the Agency and Chance and have lived another day.

SHOT: 020



Just when you think it is over, another cut scene plays leaving the story open for a future *Syphon Filter* adventure – and for corruption at the highest level of government (you just KNEW that the Secretary of State was all BAD!). SF3 on PS2? We can only hope...

TWO-PLAYER GAME

You asked for it, you got it! *Syphon Filter 2* allows you to set aside the missions and all that nasty agency business and just go for it...mano y mano! Your only objective: kill, or be killed.

GETTING STARTED:

1. SELECT A DEATHMATCH ARENA

There are 20 different arenas to choose from, each taken from the original *Syphon Filter* or *Syphon Filter 2*.

Not all of the arenas are initially available, however — half of them are locked. In order to unlock them, you must first progress through the one-player game and find the 10 secret items/Objectives that will unlock these arenas. See our "Secrets" section for a complete listing.



2. CHOOSE A SCORE LIMIT

There is no time limit to the two player game. Instead, you need to decide how many points you must earn before you will be allowed to claim victory. You can set the score limit anywhere between 0 and 99 points (kills). If you choose 0 points, the game will continue indefinitely...unless you pass out from exhaustion and trip over the power cord, of course.

3. SELECT MAIN OPTIONS

There are a number of gameplay and technical options available to you in the two player game, all accessible in the on-screen menu.

4. CHOOSE A CHARACTER

There are 10 different characters to choose from, including our hero Gabriel Logan and villain Mara Aramov. In addition, it is possible to find and unlock secret characters by accomplishing specific goals in the one player game. See our Secrets section for a complete listing.

5. SET CHARACTER OPTIONS

Here, you are able to customize player characteristics in the two player game to allow for altering Armor Strength, etc.

SCORING:

When the score limit has been reached, or when you decide to abort the game, you will be shown a screen listing the statistics for each player based on your performance in the most recent match as well as all matches played.

GENERAL ADVICE:

Keep half an eye on your opponent's screen (Since they can do the same to you, we won't call it cheating!). Not only can you figure out where they might be hiding by glancing at their surroundings, but you might catch a glimpse of yourself running past their position.

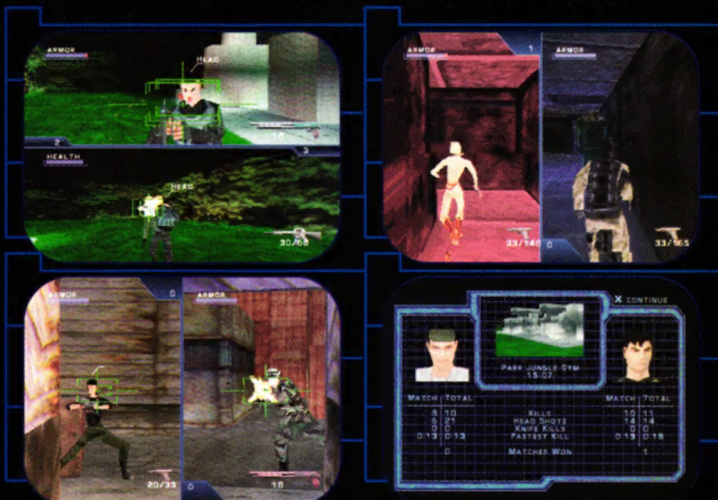
Since there is no map, don't be afraid to use the target lock. If an opponent is in the vicinity, the target lock will give you advance warning even if you can't yet see them. This is extremely helpful in preventing an opponent from sneaking up behind you—although, if you followed our first piece of advice, seeing the back of your head on your opponent's screen should have already been cause for alarm.

Watch your character's movements. When an opponent enters your line of sight, your character automatically raises his or her weapon. If this doesn't clue you in that something is about to go down, then perhaps you deserve to get blown away.

Don't assume you can hide in the shadows! Although certain areas in a level may be shrouded in darkness, characters can be seen clearly by their opponents even if they are standing out of the light.

Use all the moves at your disposal. Don't forget that your character can kneel to hide behind objects, sidestep while locked on target, and roll out of the line of fire. If all you are doing is running and shooting straight ahead, you won't last long against a more agile opponent.

Keep moving! If you can find a secure location to camp out and wait for your opponent to walk by, you might get a clear shot. However, while you are waiting in your hiding place the other guy/gal will be picking up all the ammo and more powerful weapons. In addition, there are few safe areas to hide, and he/she is therefore likely to catch you by surprise anyway.



CODES AND SECRETS

HARD MODE

To access the game's "Hard" Mode: At the title screen, move the cursor on to "New Game", then push and hold the following buttons at the same time:

↑ + SELECT + L1 + R2 +
■ + ● + ×

You will know you've entered the code correctly if you get a bell sound at the title screen and you get the message "Playing on HARD difficulty."



MOVIE THEATER

To access the Movie Theater, go to the Pause menu and select "Briefing." With "Briefing" highlighted, push and hold the following buttons:

⇒ + L1 + R2 + ● + ×

Then, go to "Options" and "Cheats." You will find "Disc 1 Movies" and "Disc 2 Movies" among the selectable options in the Cheats menu.



END LEVEL/LEVEL SELECT

To access the game's End Level (it also works as a Level Select) cheat, go to the Pause menu and select "Map." With "Map" highlighted, push and hold the following buttons:

⇒ + L2 + R2 + ■ +
● + ×

Go to the Options menu and select Cheats to find the End Level cheat. Sorry, it won't work if you are playing on Hard mode.



UNLOCKING ARENAS

The following 10 multiplayer arenas can be unlocked by obtaining certain items, or accomplishing specific tasks, in the game. All of these have been located on Mission maps and in the walkthrough of the game.

MISSION: (1) Colorado Rockies

TASK: Find H11 crate in cave next to waterfall

UNLOCKS: "Colorado Rockies" arena

MISSION: (3) Colorado Interstate 70

TASK: Find Binoculars crate in room in first tunnel

UNLOCKS: "Caves" arena



MISSION: (8) C-130 Wreck Site

TASK: Take out Archer with one shot as he rides the chopper

UNLOCKS: "Jungle" arena

MISSION: (9) Pharcom Expo Center

TASK: Find girlie magazine in locker

UNLOCKS: "Pharcom Incubator Lab" arena

MISSION: (11) Moscow Club 32

TASK: Kill all three bodyguards that enter the dance floor at the beginning of the Mission before they can throw a Grenade

UNLOCKS: "Disco Basement" arena

MISSION: (12) Moscow Streets

TASK: Search the first car on right that tries to run you down at the end of the alley to find PK-102

UNLOCKS: "Rhoemer's Bunker" arena

MISSION: (13) Volkov Park

TASK: Search first car on right at beginning of level, before it is blown up by a bodyguard, to find a BIZ-2

UNLOCKS: "Surreal" arena

MISSION: (15) Aljir Prison Break-in

TASK: Make it through Mission without using Crossbow

UNLOCKS: "Aljir Prison" arena

MISSION: (18) Agency Bio-Lab Escape

TASK: Get into Operating Room

UNLOCKS: "Agency Computer Lab" arena

MISSION: (19) New York Slums

TASK: Find Dirty Laundry in washing machines inside building that is on fire

UNLOCKS: "D.C. City Park" arena

In addition to the unlocking the 10 multiplayer arenas, there are 7 other secrets to uncover in the game. These unlock additional multiplayer characters as well as bonus movies and are typically harder to accomplish.

MISSION: (8) C-130 Wreckage Site

TASK: Finish the level in under three minutes

UNLOCKS: Playable Syphon Filter 1 characters in 2 player game

MISSION: (20) Slums District

TASK: Make it to the top of the stairway in the parking structure and retrieve the M-79 from the Weapon Crate

UNLOCKS: Playable Syphon Filter 2 characters in 2 player game

BONUS MOVIE 1: Finish the game on the HARD mode up to level 6, United Pacific Train

BONUS MOVIE 2: Finish the game on the HARD mode up to level 12, Industrial District

BONUS MOVIE 3: Finish the game on the HARD mode up to level 17, Agency Bio-Lab

BONUS MOVIE 4: Completely finish the game on the HARD mode

*In order to view the movies, you must input the Movie Theater code displayed above.

CoolBoarders[®] 4



Jet Moto 3



989[™]
STUDIOS



**Now Available In
Greatest Hits!**



**TWISTED
METAL[®] 4**

Syphon Filter[™]

www.989studios.com

Cool Boarders, Jet Moto and Twisted Metal are registered trademarks and Syphon Filter, 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc.
© 1999 Sony Computer Entertainment America Inc.

U.S. \$14.99 Can. \$17.95 U.K. £9.99

Electronic Entertainment
Platform: PlayStation® game console

syphon filter suppression filter



Thorough, step-by-step
walkthroughs for all
21 Missions



A complete listing of
all weapons



3-D maps of each level



Winning strategies for
the two-player game



All secrets uncovered



Syphon Filter, 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. © 2000 Sony Computer Entertainment America Inc. All rights reserved.

www.syphonfilter.com



The Prima Logo and Prima Publishing® are Registered Trademarks of Prima Communications, Inc.

primagames.com

ISBN 0-7615-2793-1



9 780761 527930



5 1499



0 86874 52793 5